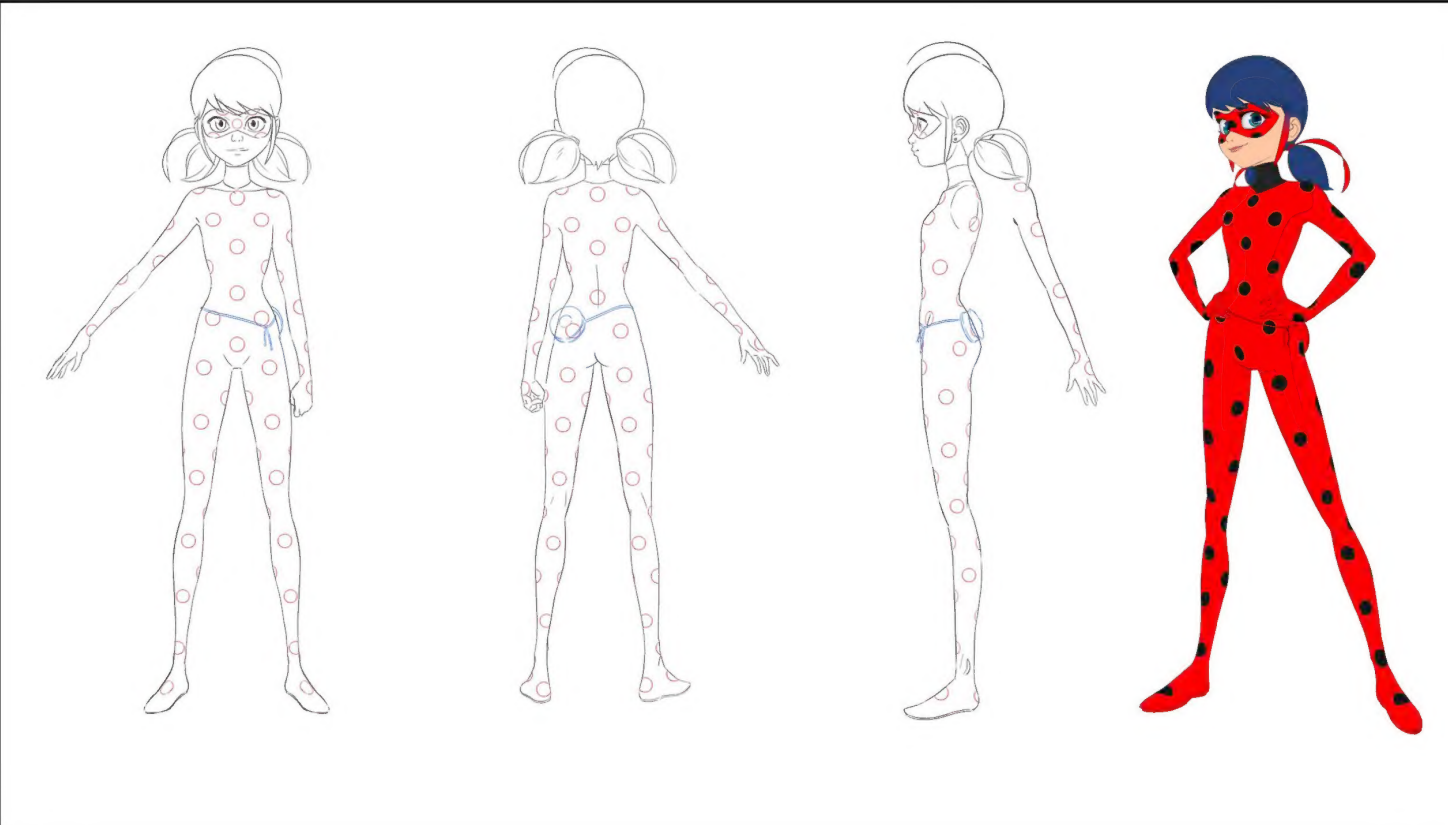




Season 1

ZAG
HEROES
Miraculous
Characters

ZAG



RELATION SIZE




3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH001_LADYBUG

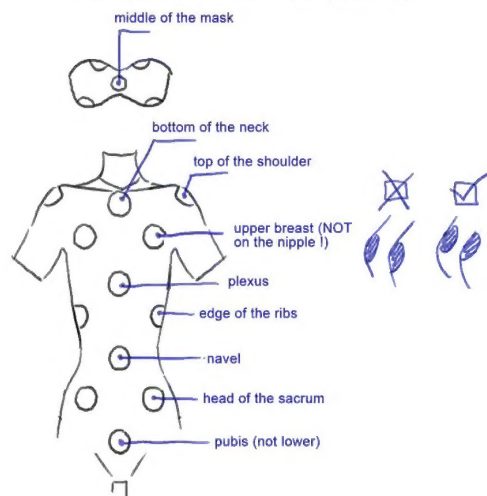
Pattern wise, be sure to keep this positioning in mind :



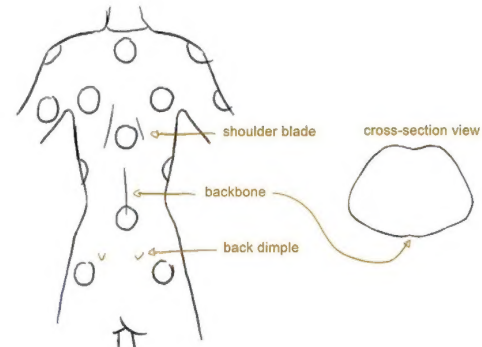
avoid that :



Some dots have a really precise place, like those on her bust, on her back. On the limb though, how they look can differ a little, try to have the pattern in mind and have an harmonious positioning



For the back, though they are not drawn, don't forget to mark the backbone, the edge of the shoulder blades and the back dimples



3D model

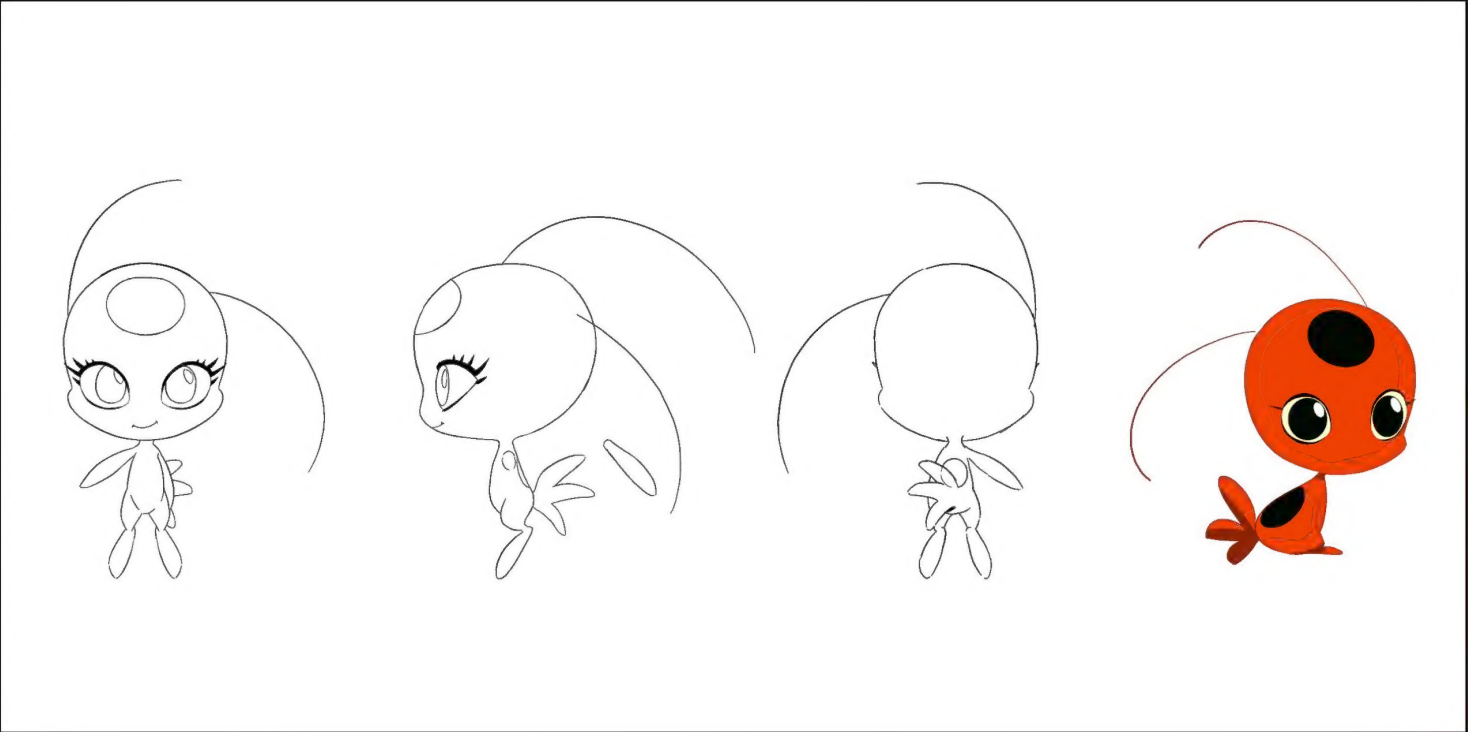


3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH002_MARINETTE



RELATION SIZE



3D model





RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

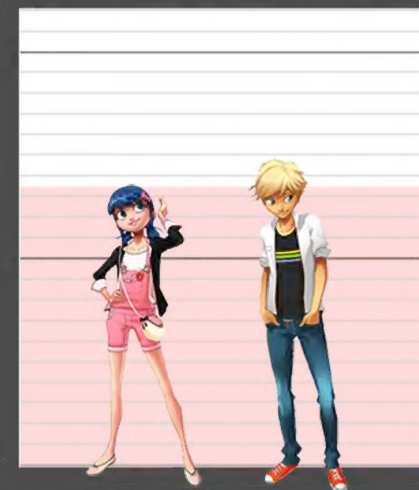
LB1_100_CH004_CATNOIR



3D model



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH005_ADRIEN



RELATION SIZE

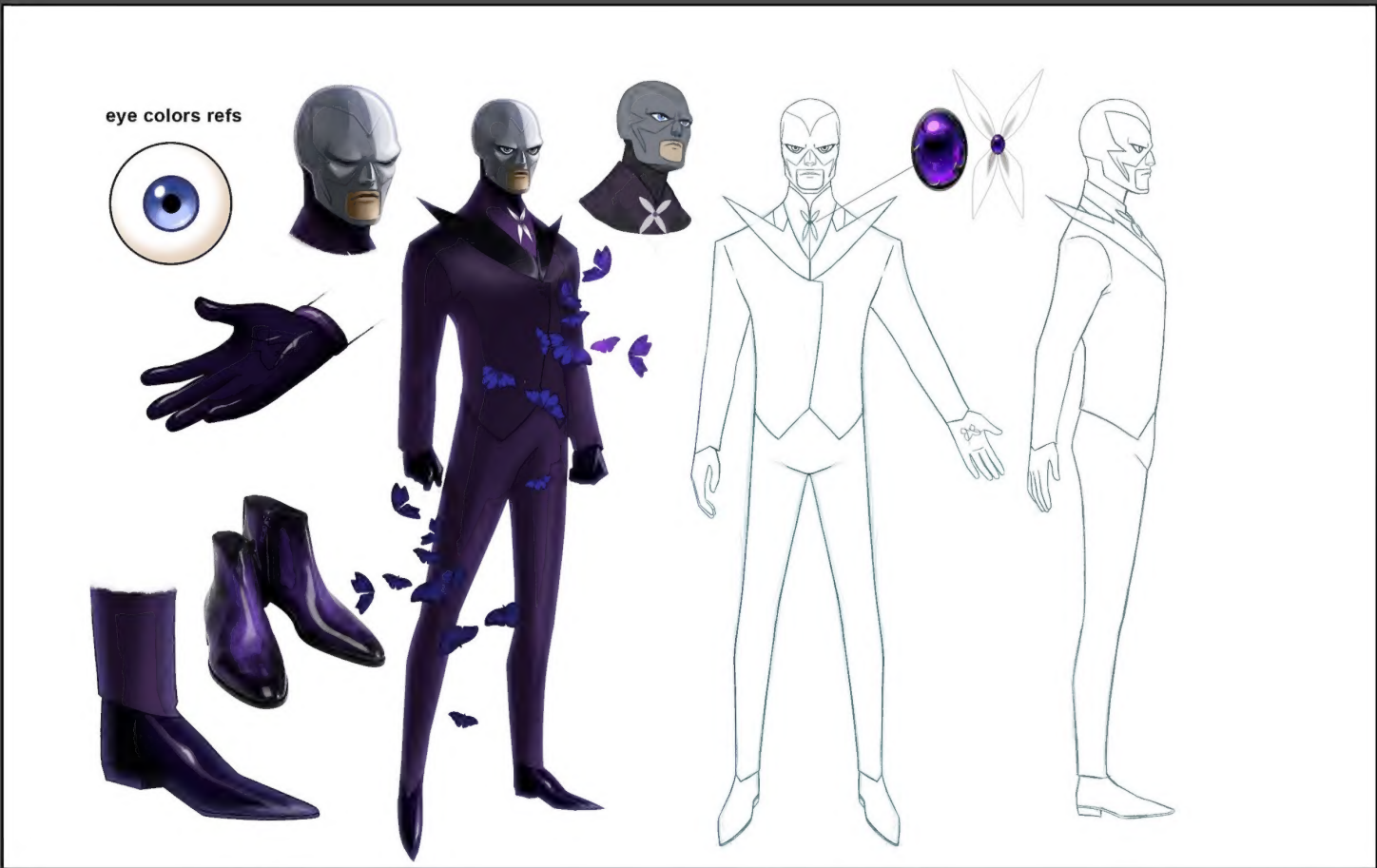


3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH006_PLAGG

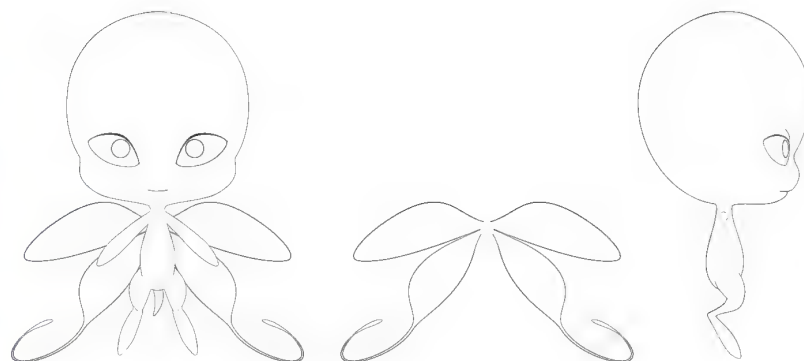


RELATION SIZE

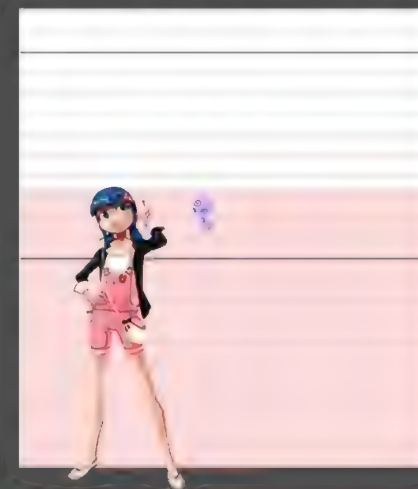


3D model



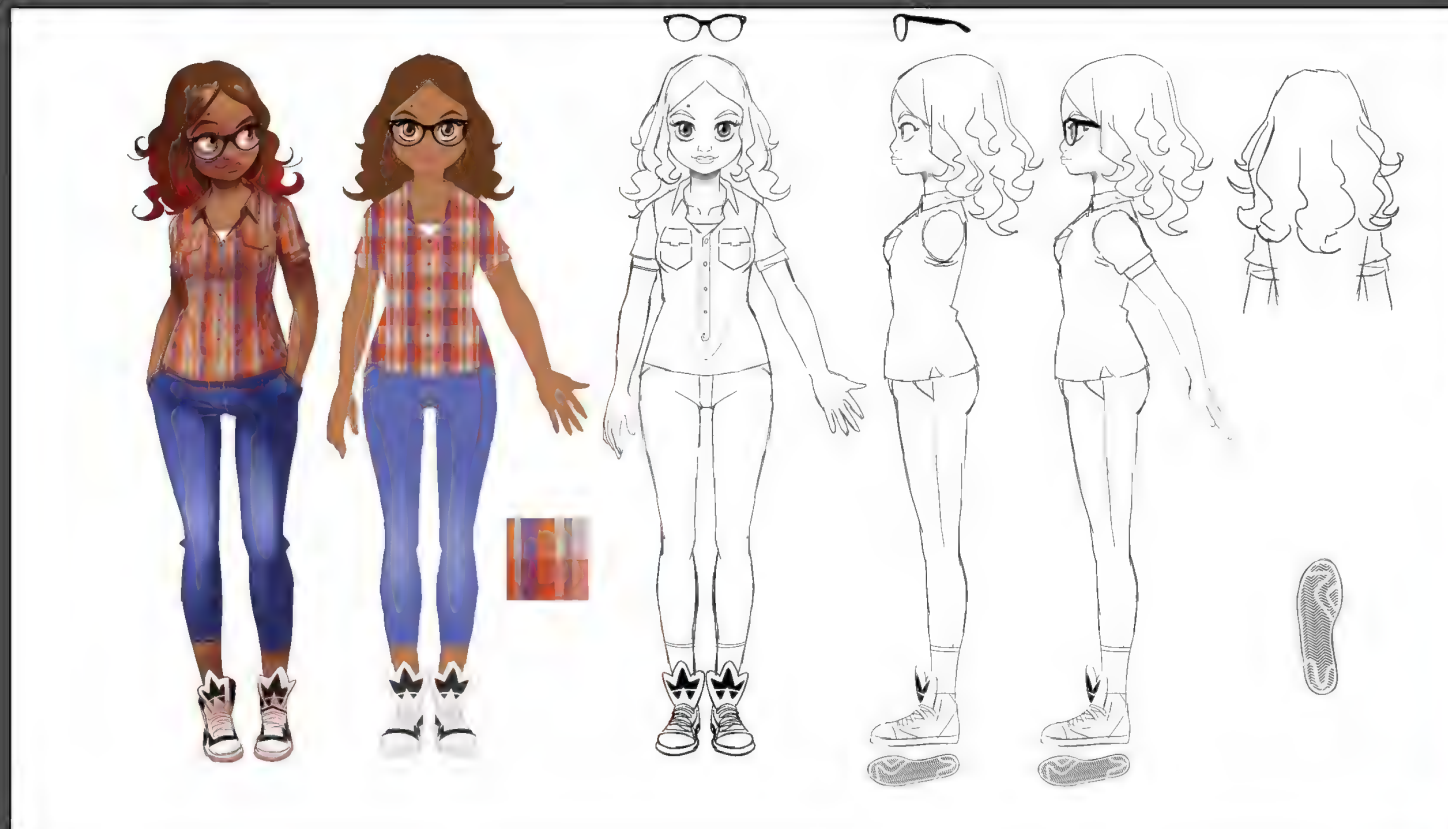


RELATION SIZE



3D model





RELATION SIZE



3D model



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Tales of Ladybug & Cat Noir

LB1_100_CH008_ALYA



RELATION SIZE



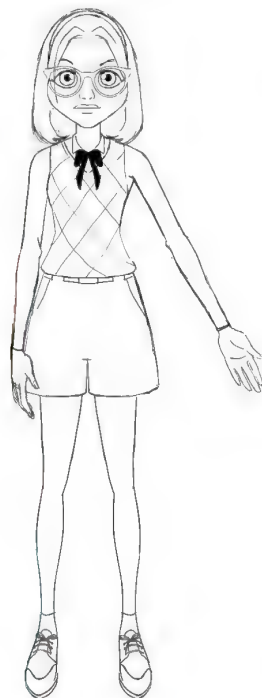
3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH009_CHLOE

eye colors refs



RELATION SIZE

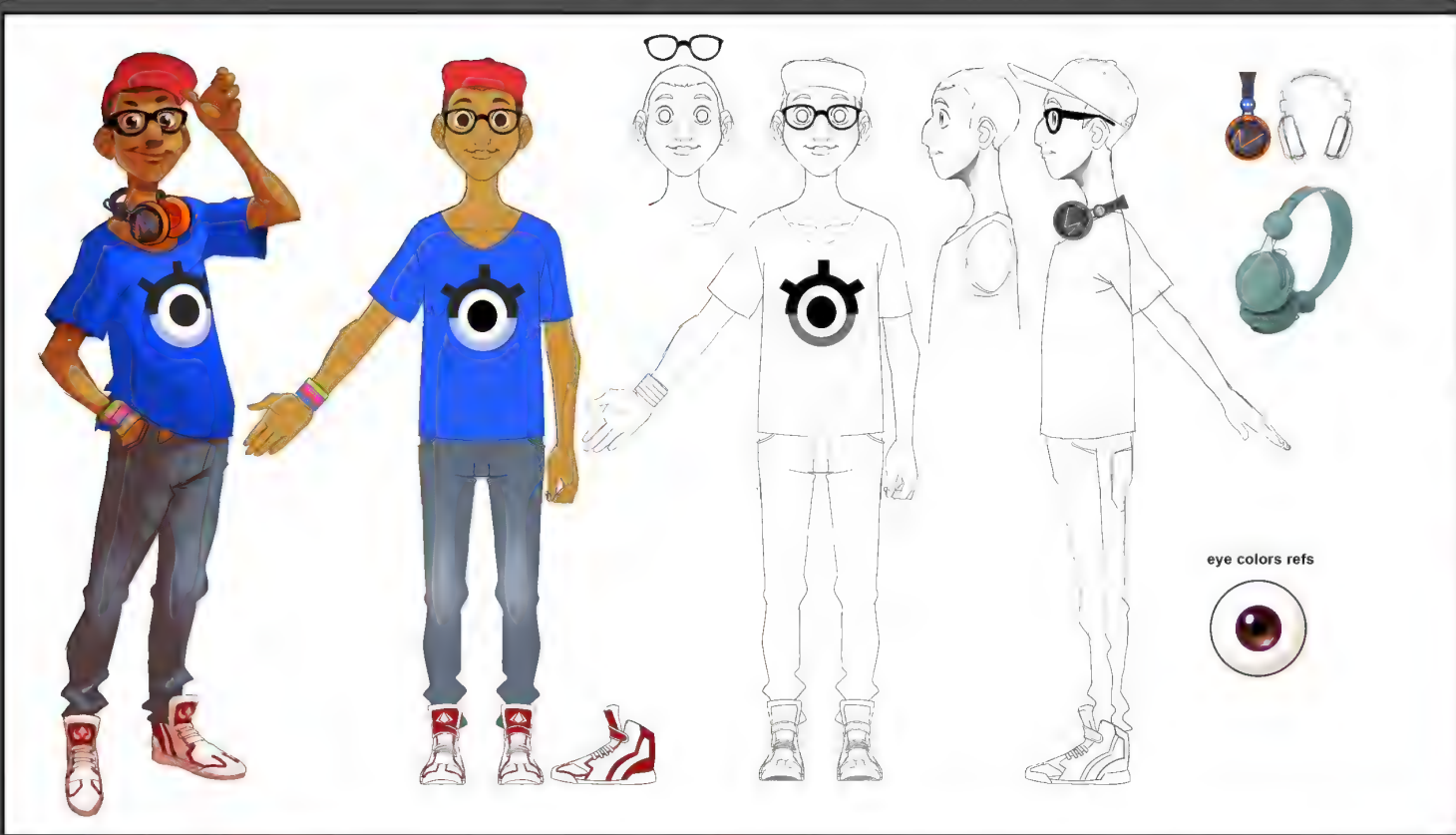


3D model

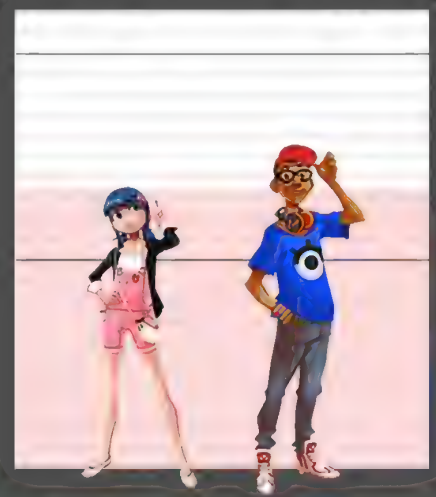


miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH010_SABRINA



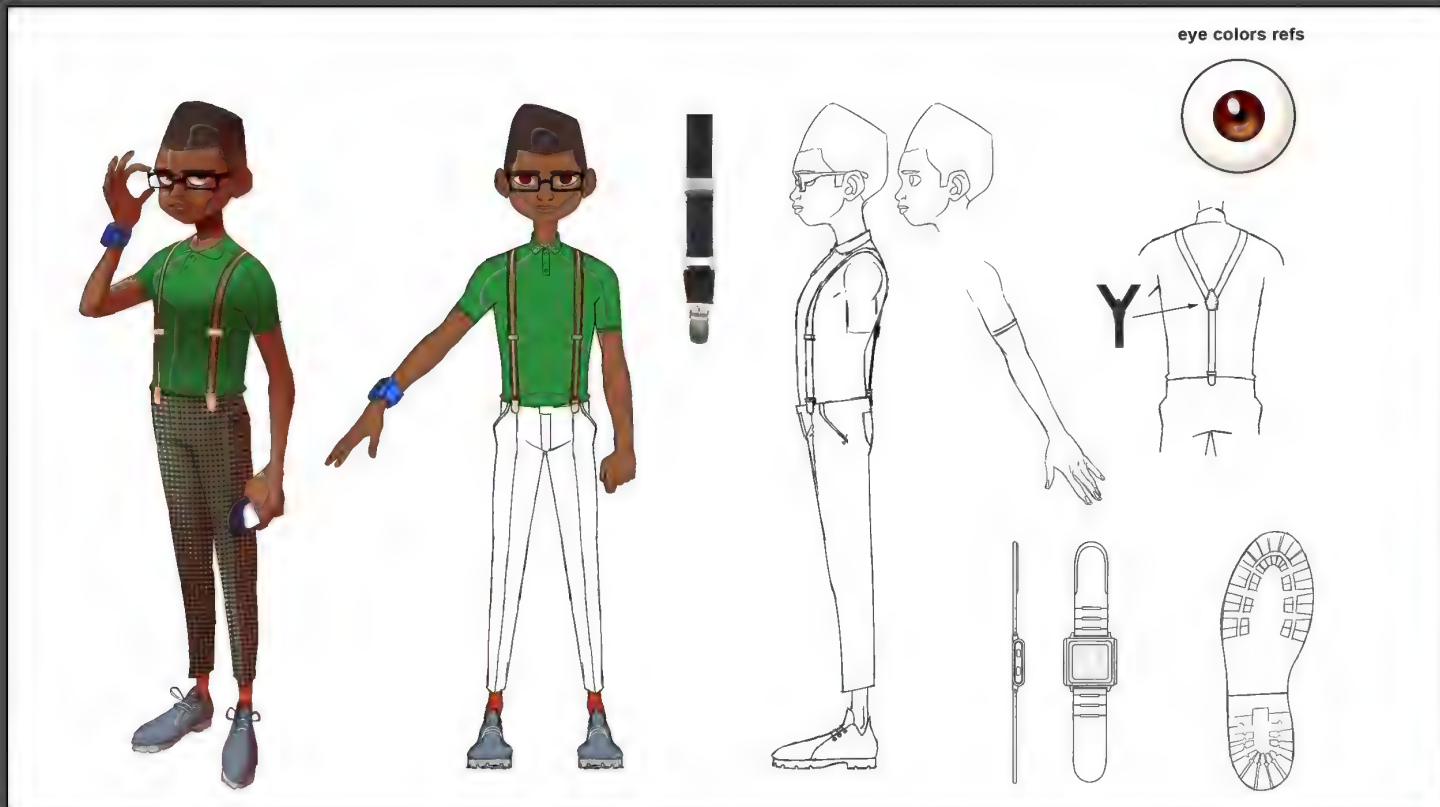
RELATION SIZE



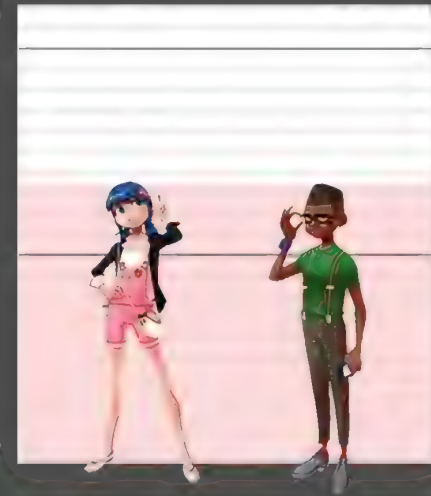
3D model



LB1_100_CH011_NINO



RELATION SIZE

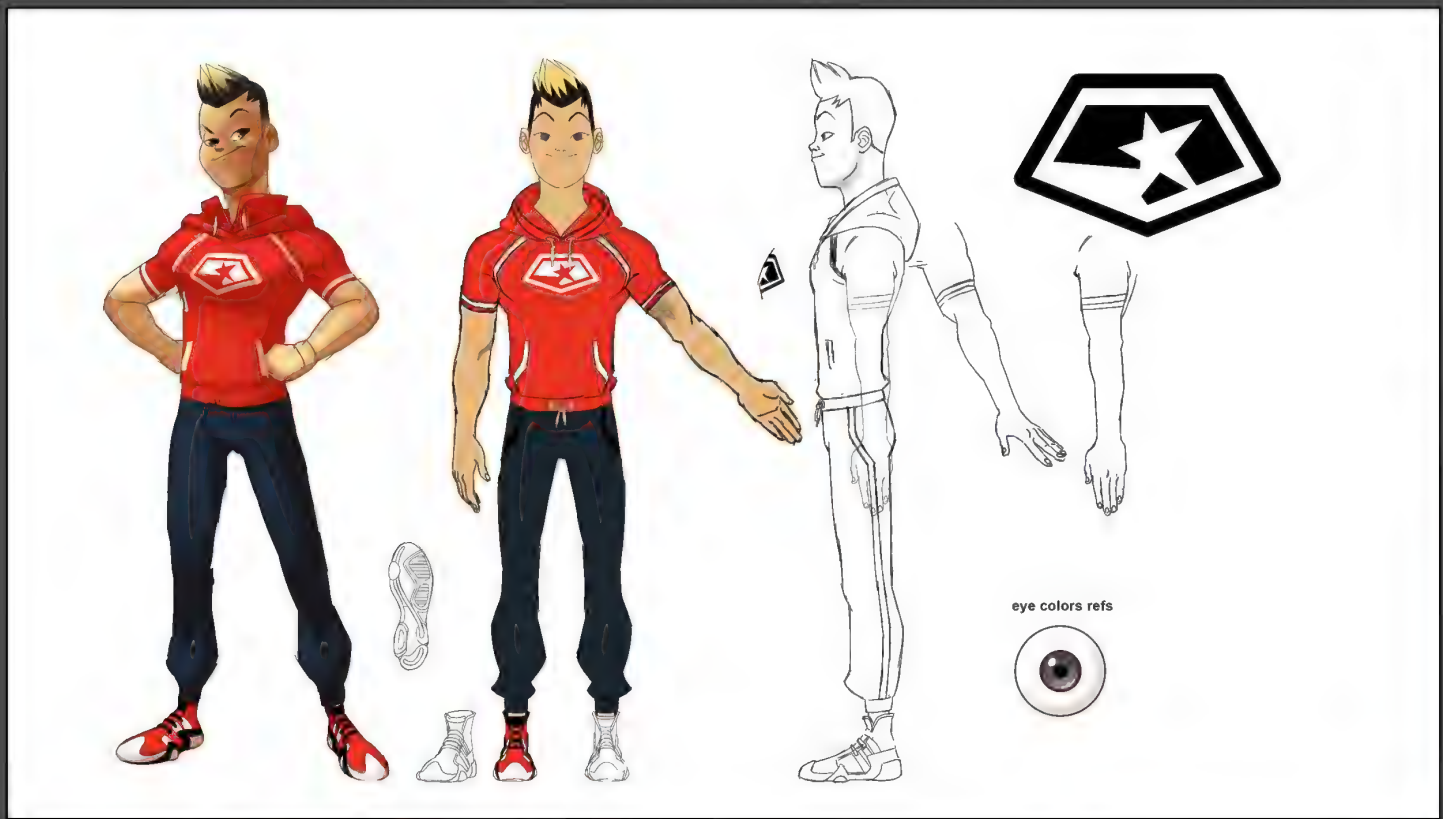


3D model



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Tales of Ladybug & Cat Noir

LB1_100_CH012_MAX



RELATION SIZE



3D model



LB1_100_CH013_KIM

eye colors refs



RELATION SIZE



3D model



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Tales of Ladybug & Cat Noir

LB1_100_CH014_ROSE



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH015_JULEKA

eye colors refs



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH016_NATHANIEL

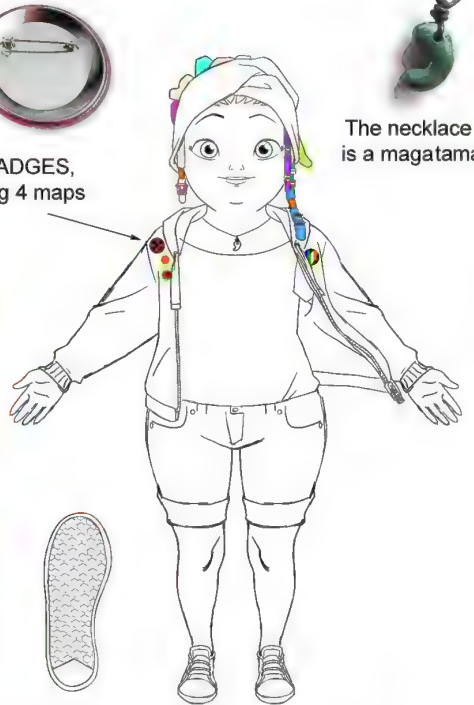
eye colors refs



Apply this logo on shirt



THESE ARE BADGES, use the following 4 maps



The necklace is a magatama



Use jewels around dreadlocks



Apply logo on sleeve

RELATION SIZE

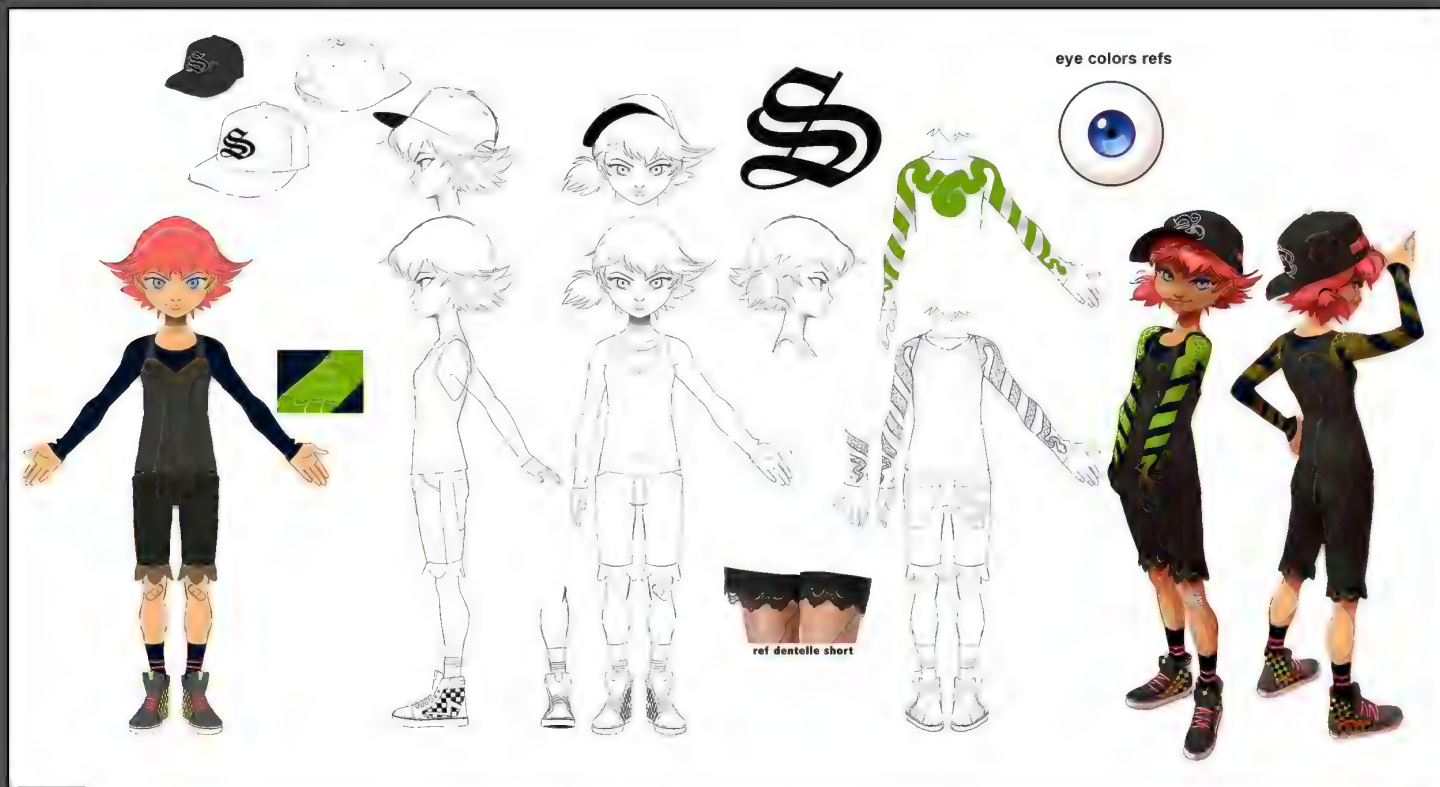


3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH017_MYLENE



RELATION SIZE

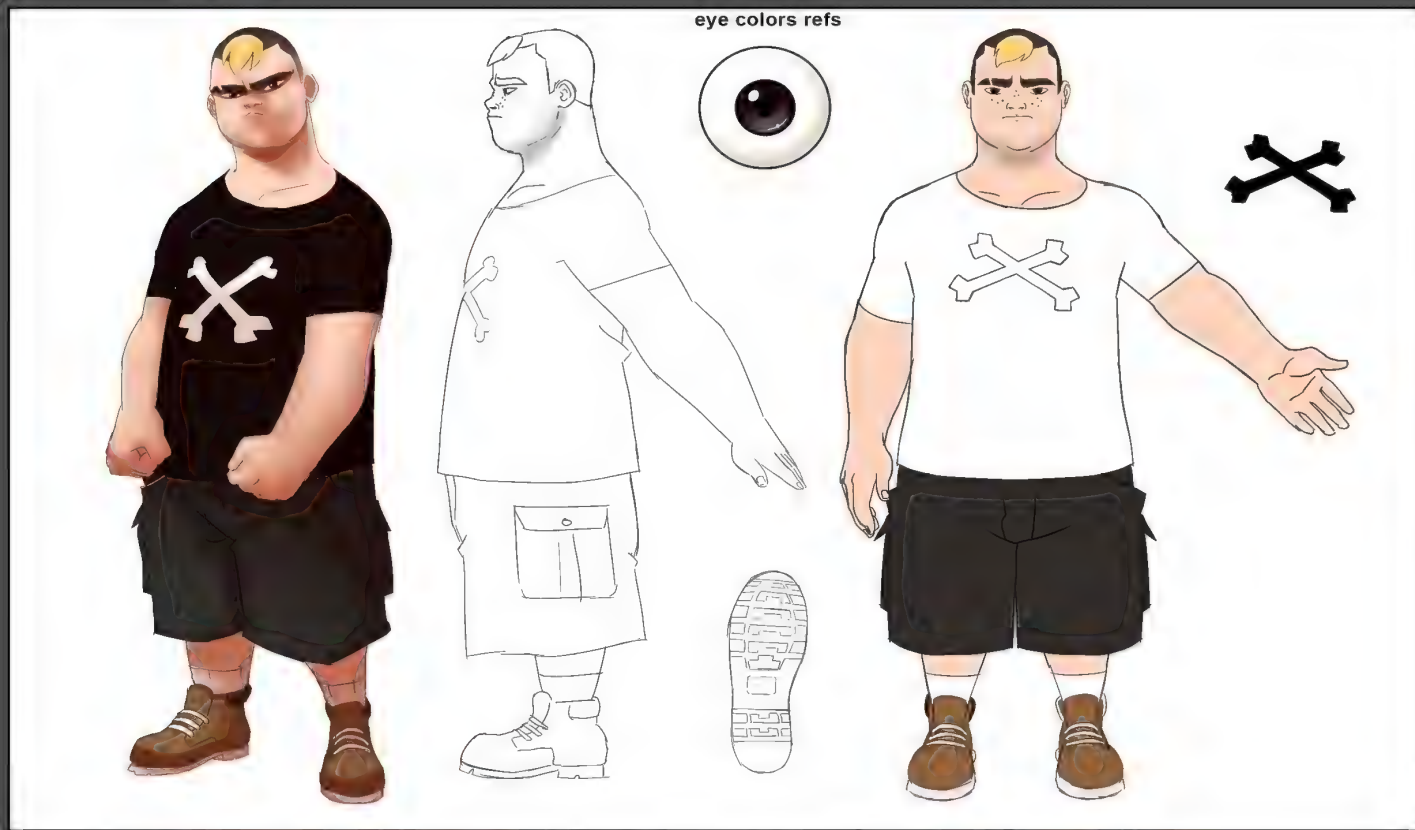


3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH018_ALIX



RELATION SIZE



3D model

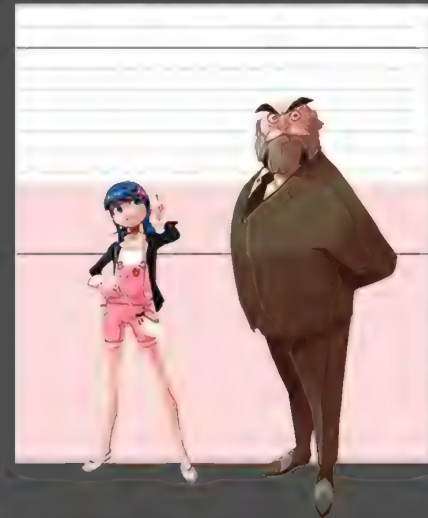


miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH019_IVAN



RELATION SIZE

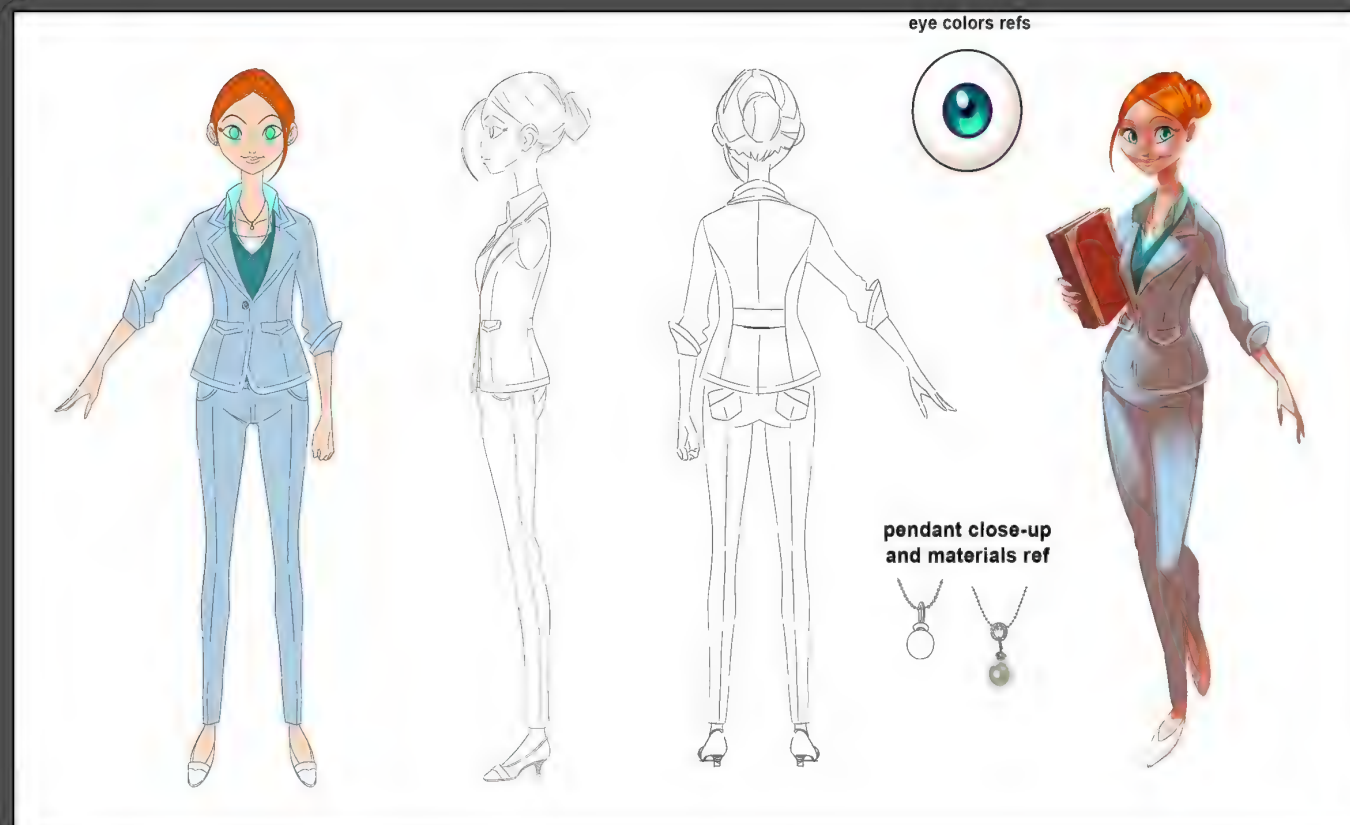


3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH020_MR_DAMOCLES



RELATION SIZE



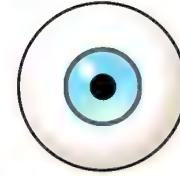
3D model



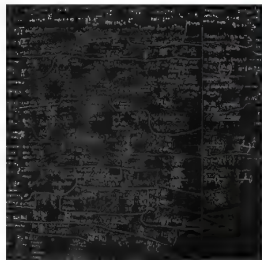
miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH021_MISS_BUSTIER

eye colors refs



LEATHER WRISTBAND
USE REF FOR THE CENTRAL
PART.



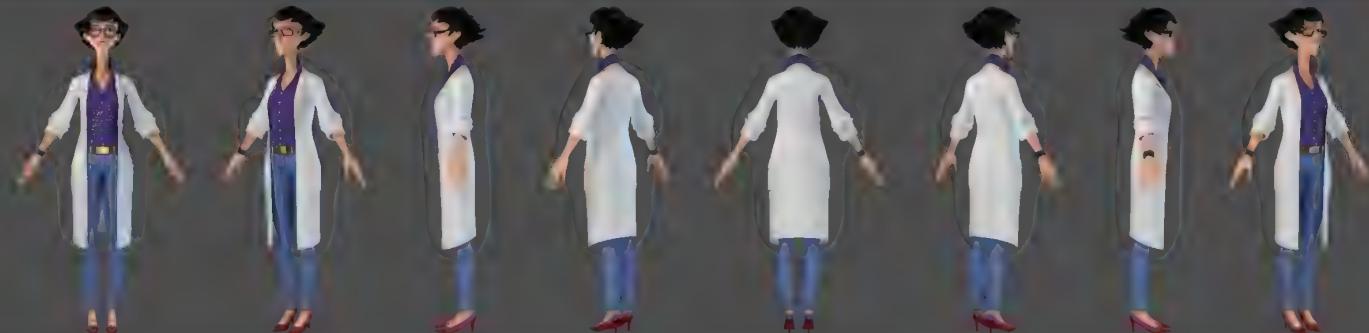
SHIRT TEXTURE



RELATION SIZE



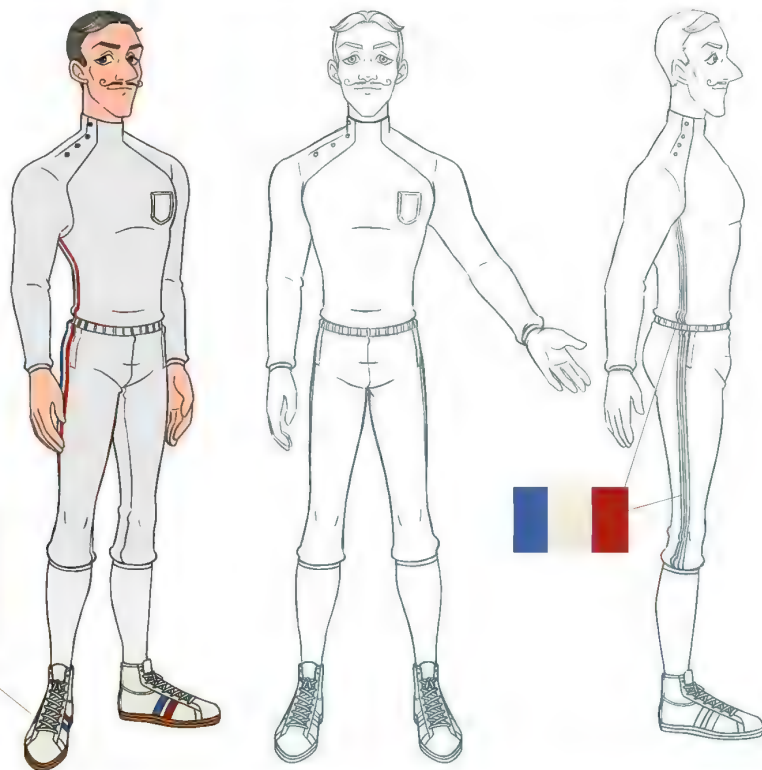
3D model



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Tales of Ladybug & Cat Noir

LB1_100_CH022_MRS_MENDELEIEV

eye colors refs



RELATION SIZE

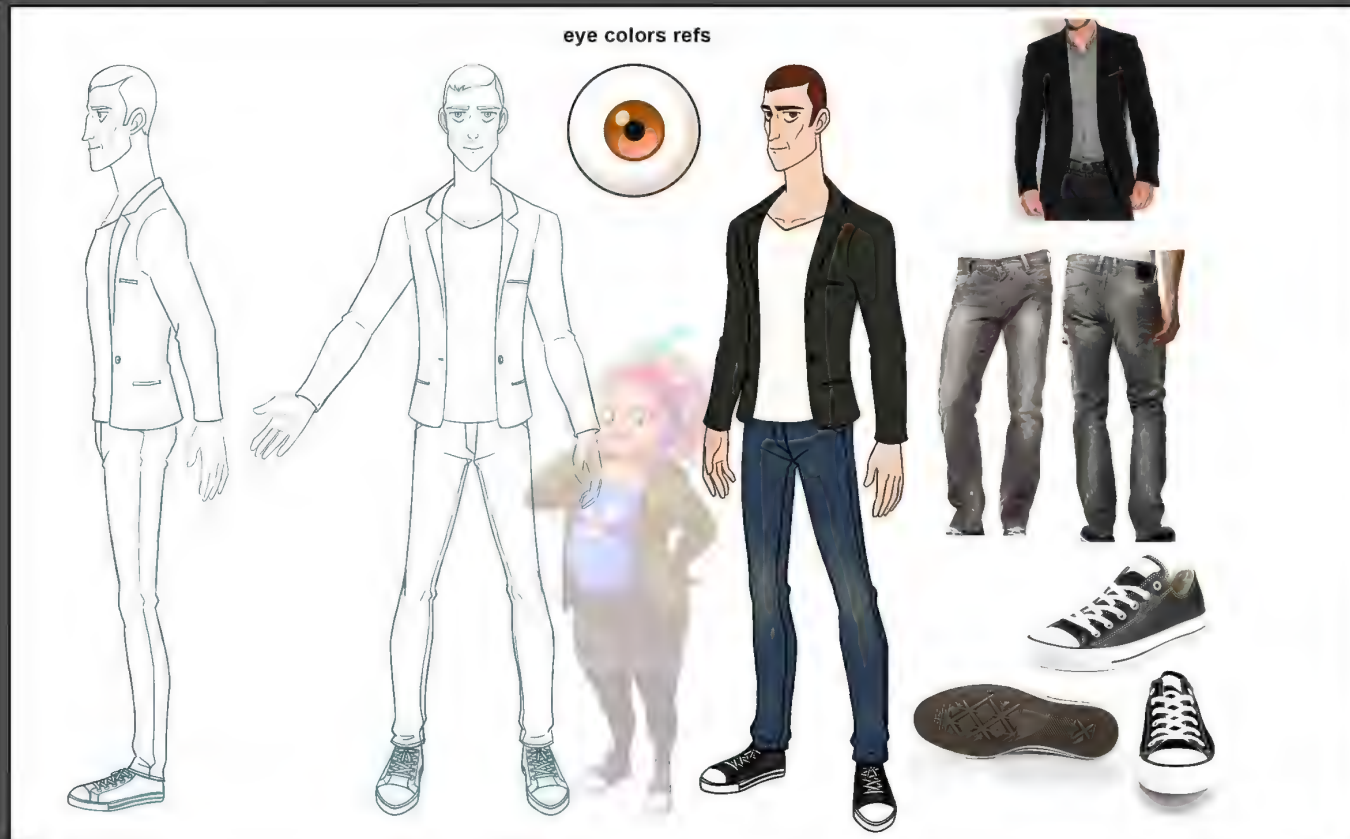


3D model

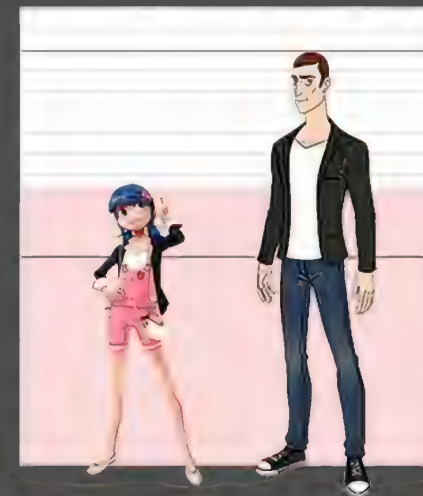


miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH023_MR_D_ARGENCOURT



RELATION SIZE



3D model

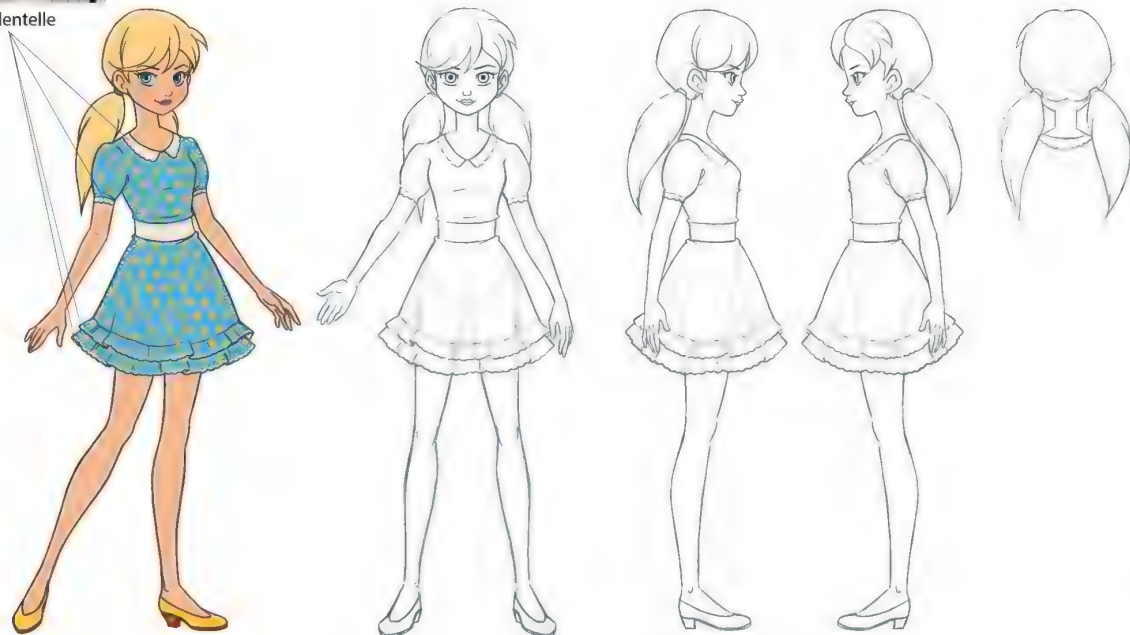


miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH024_MR_HAPRELE



Ref dentelle



RELATION SIZE



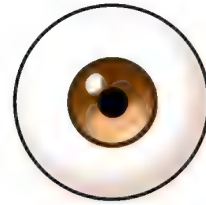
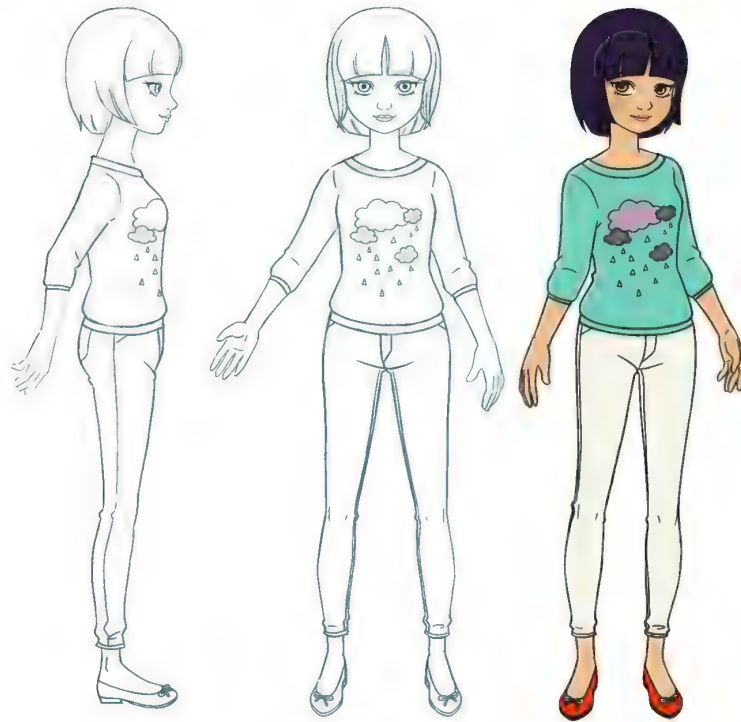
3D model



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Tales of Ladybug & Cat Noir

LB1_100_CH025_AUORE BEAUREAL

eye colors refs



RELATION SIZE



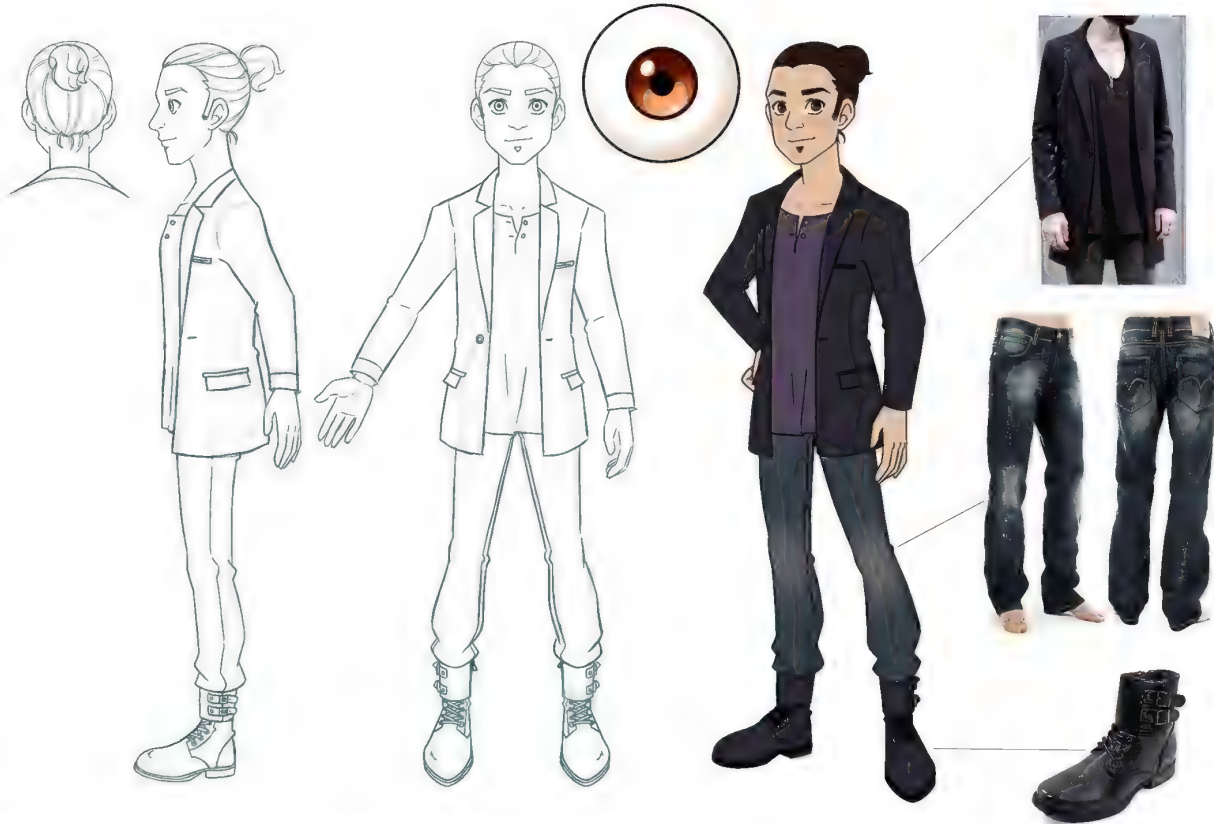
3D model



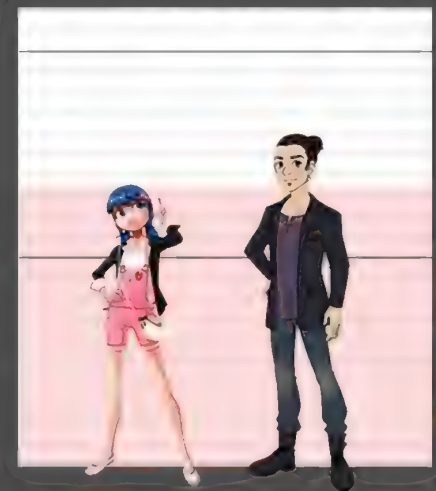
miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH026_MIREILLE_CAQUET

eye colors refs



RELATION SIZE



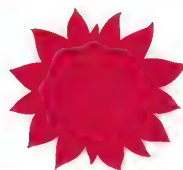
3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH027_THEO_CAMIEL

eye colors refs



RELATION SIZE



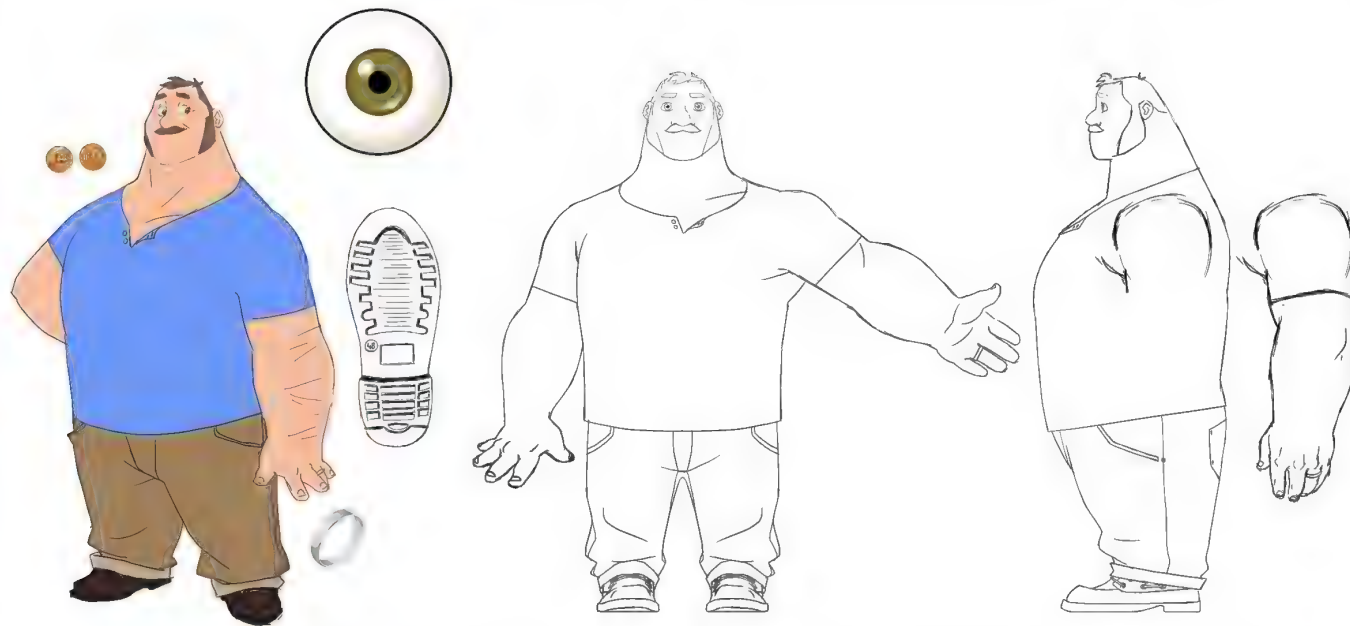
3D model



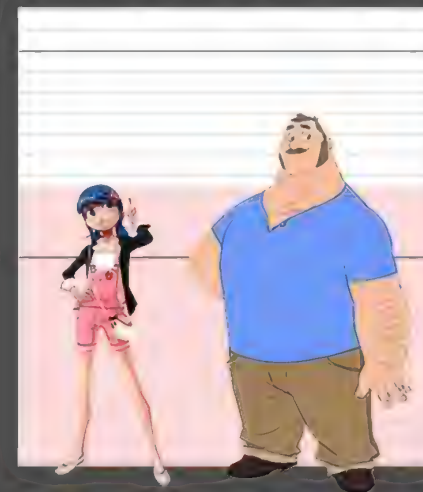
miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH028_SABINE

eye colors refs



RELATION SIZE



3D model



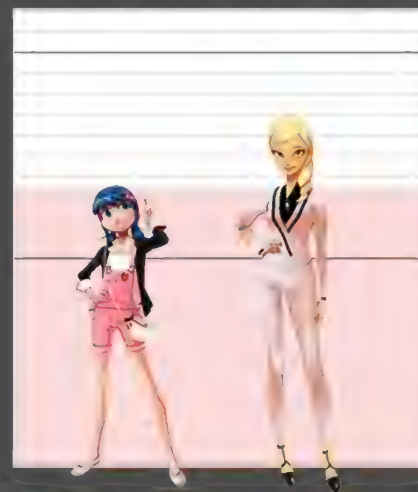
miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH029_TOM

eye colors refs



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH031_EMILIE_AGRESTE



RELATION SIZE



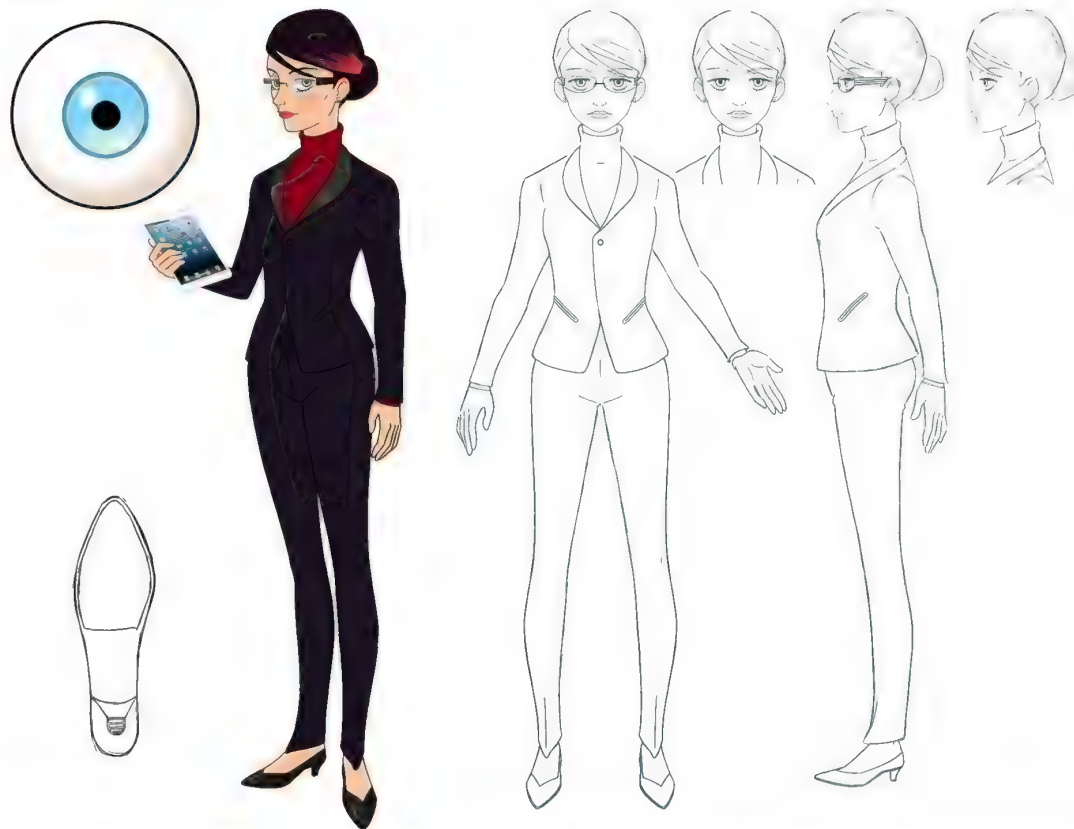
3D model



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Tales of Ladybug & Cat Noir

LB1_100_CH032_GABRIEL

eye colors refs



RELATION SIZE



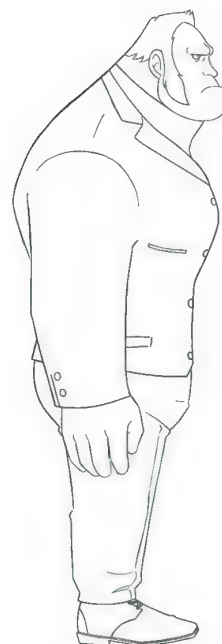
3D model



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Tales of Ladybug & Cat Noir

LB1_100_CH033_NATHALIE

eye colors refs



RELATION SIZE



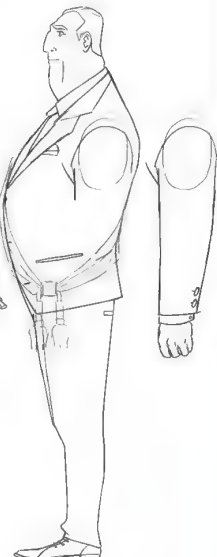
3D model



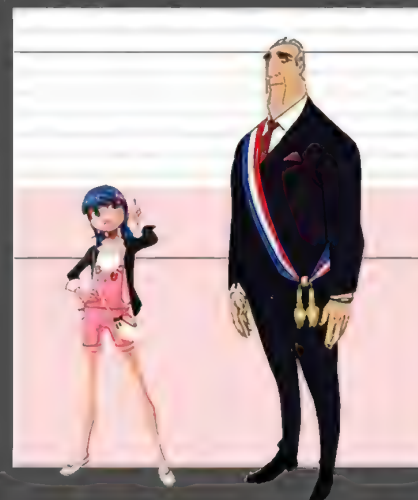
miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH034_BODYGARD_GORILLA

eye colors refs



RELATION SIZE



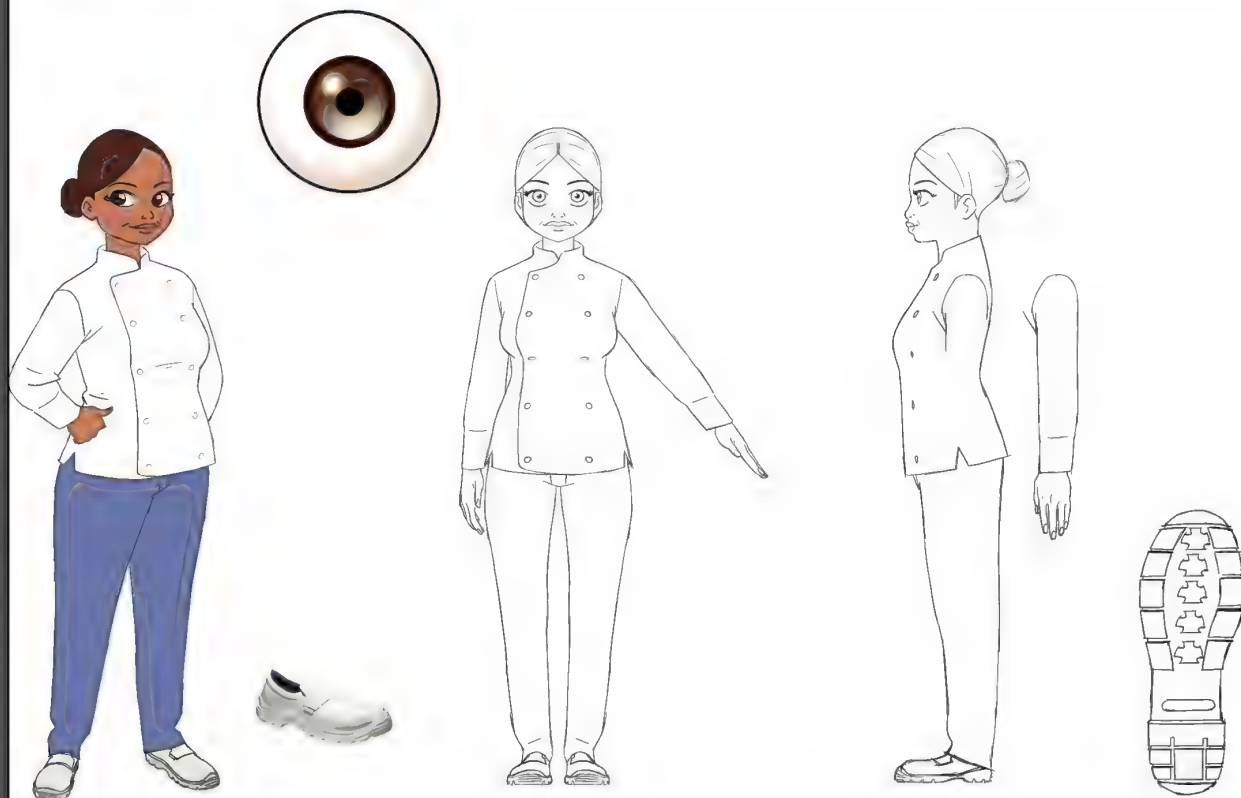
3D model



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Tales of Ladybug & Cat Noir

LB1_100_CH035_MR_ANDRE_BOURGEOIS

eye colors refs



RELATION SIZE

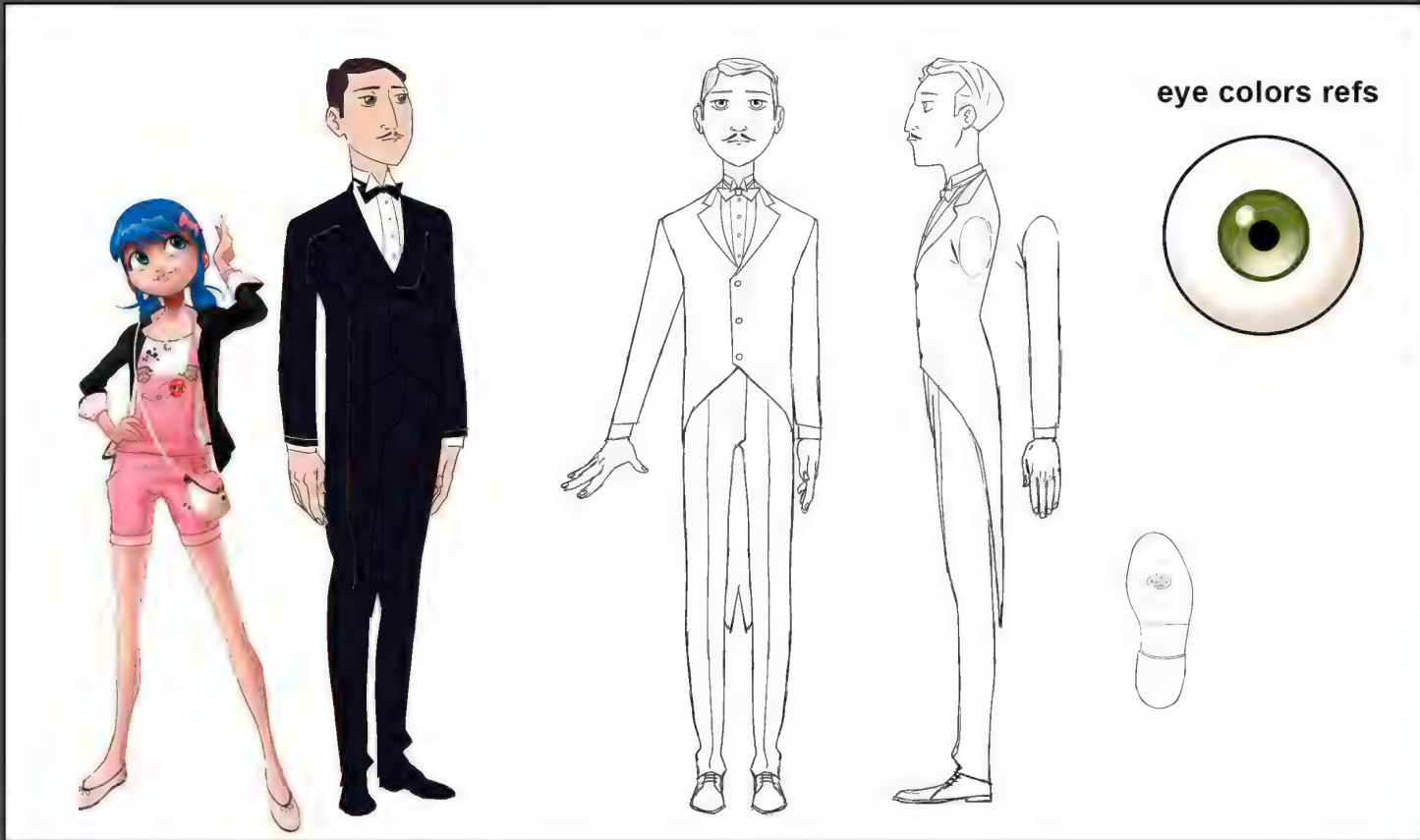


3D model



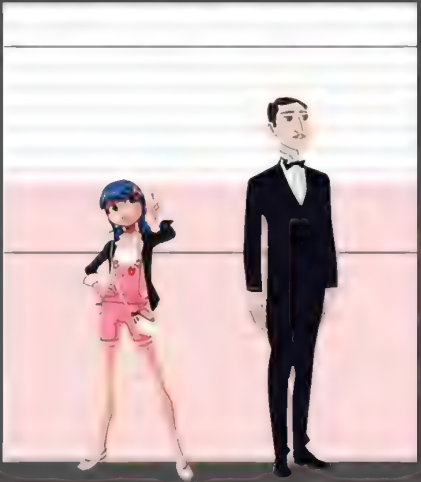
miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH036_MARLENA_CHIEF



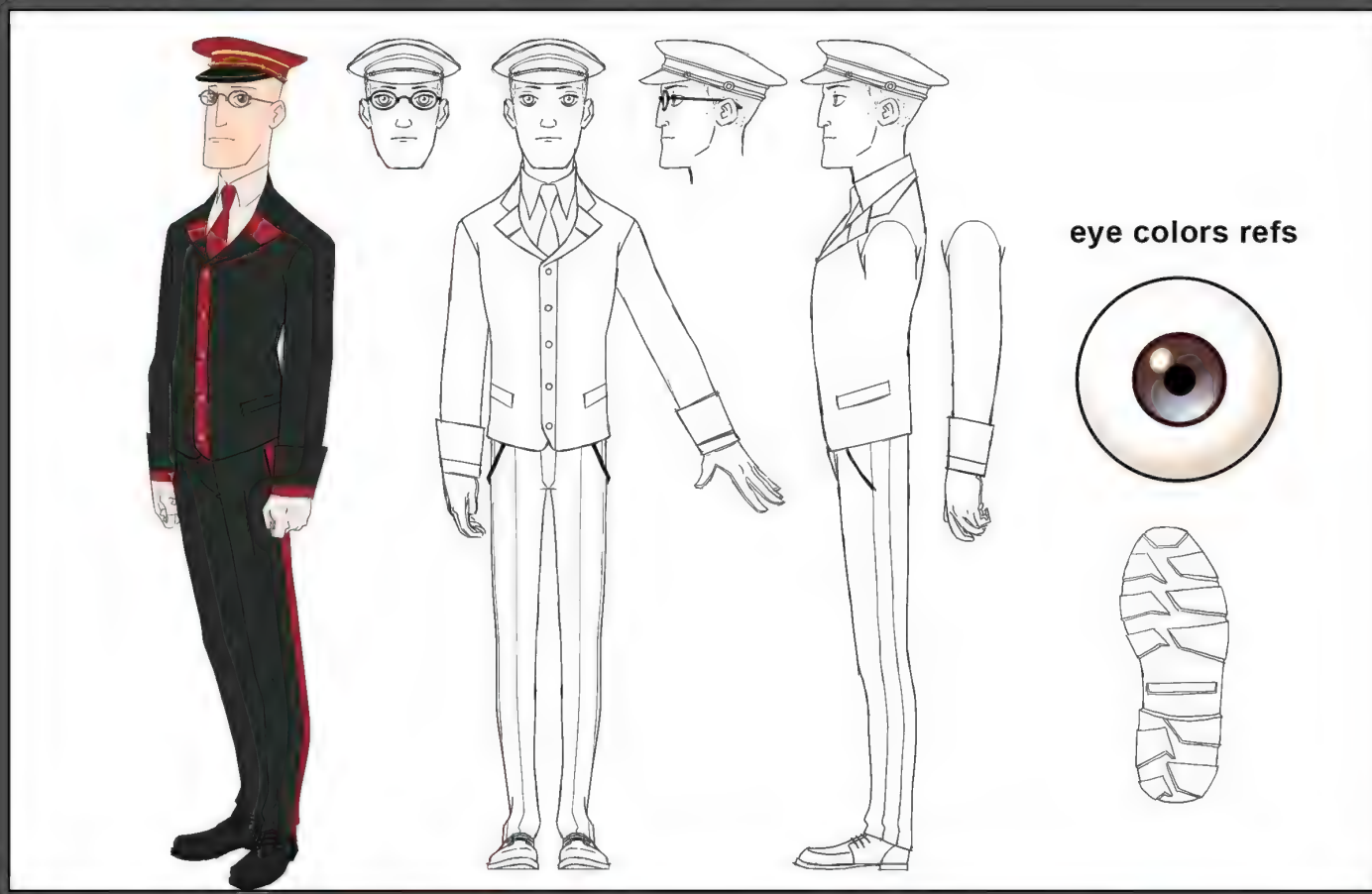
eye colors refs

RELATION SIZE



3D model





eye colors refs

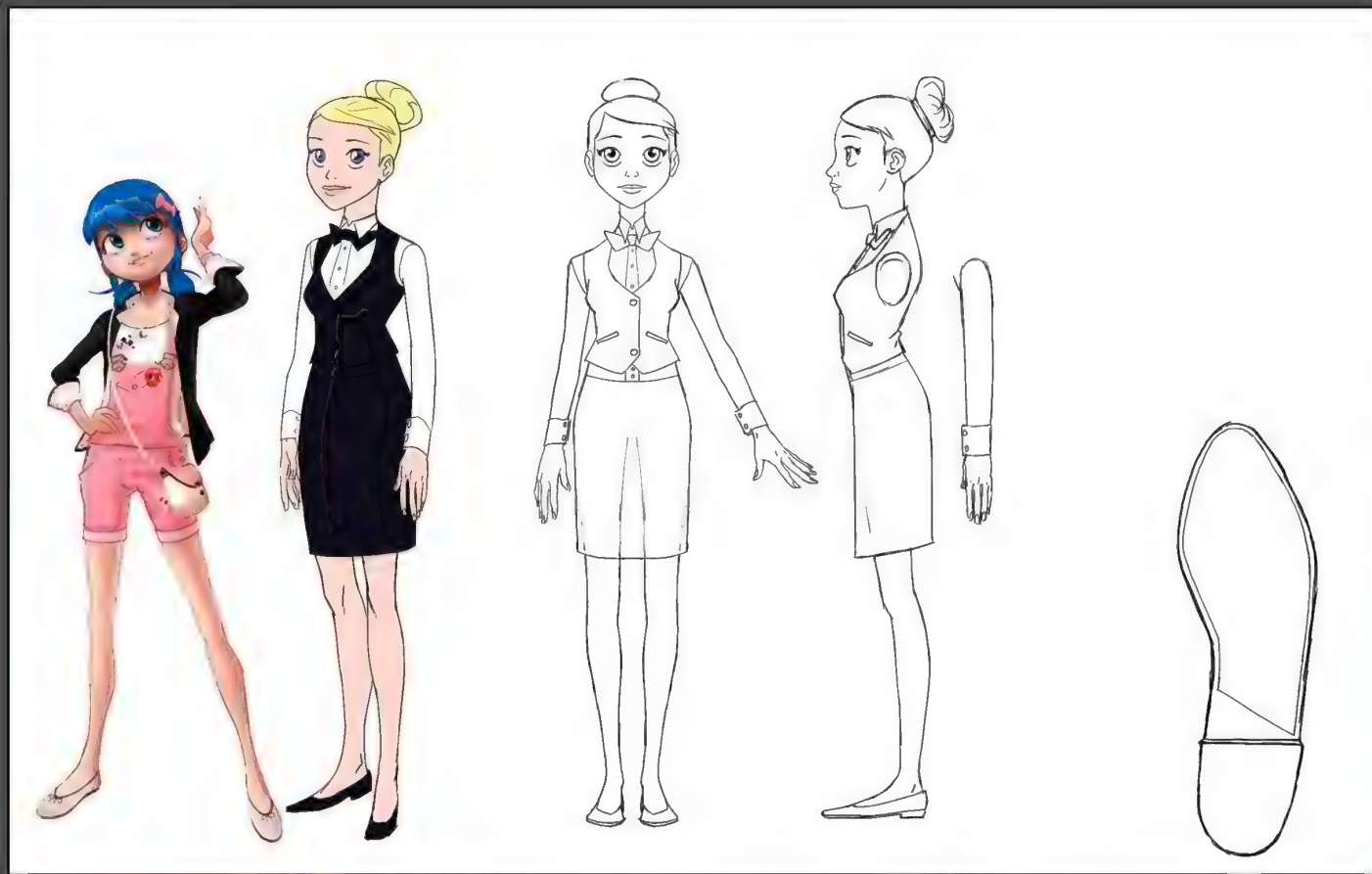
RELATION SIZE



3D model



LB1_100_CH038_DOORMAN



RELATION SIZE



3D model

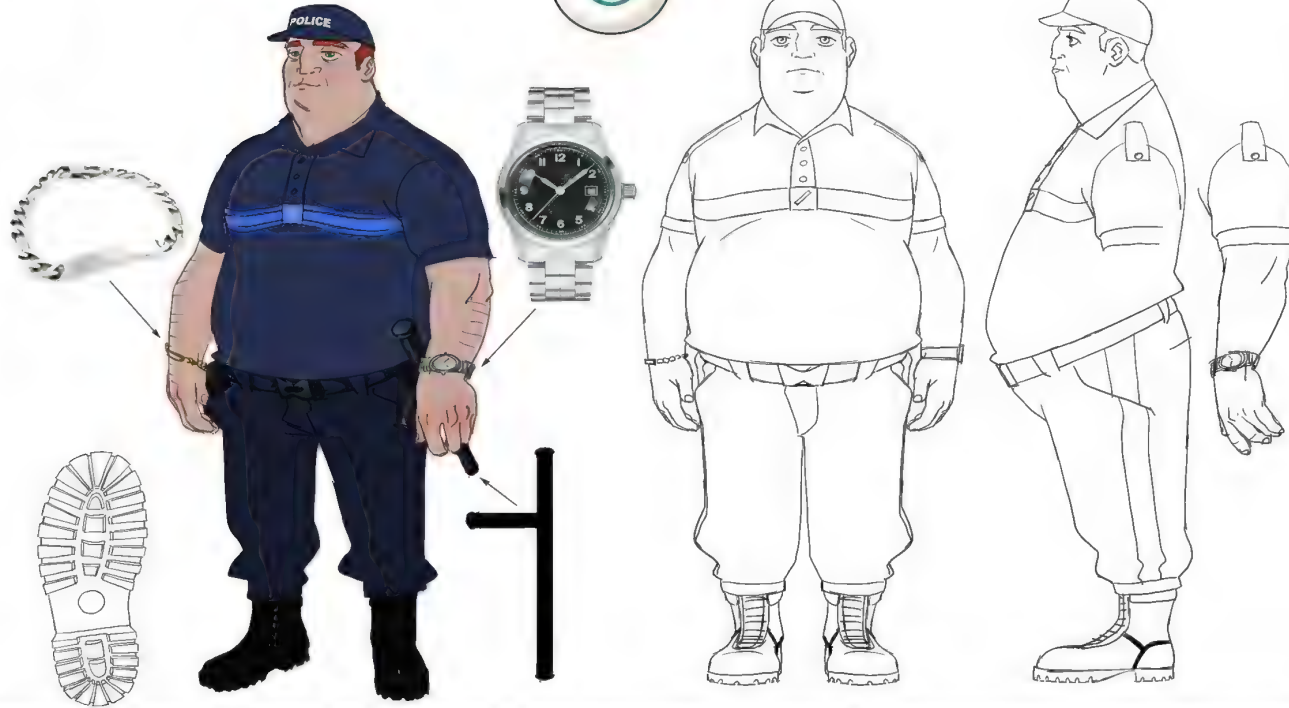
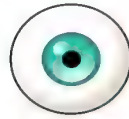


miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH039_MAID

POLICE

eye colors refs



RELATION SIZE



3D model



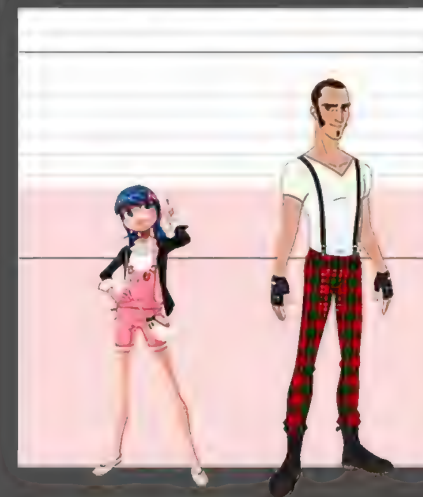
miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH040_AGENT_ROGER

eye colors refs



RELATION SIZE

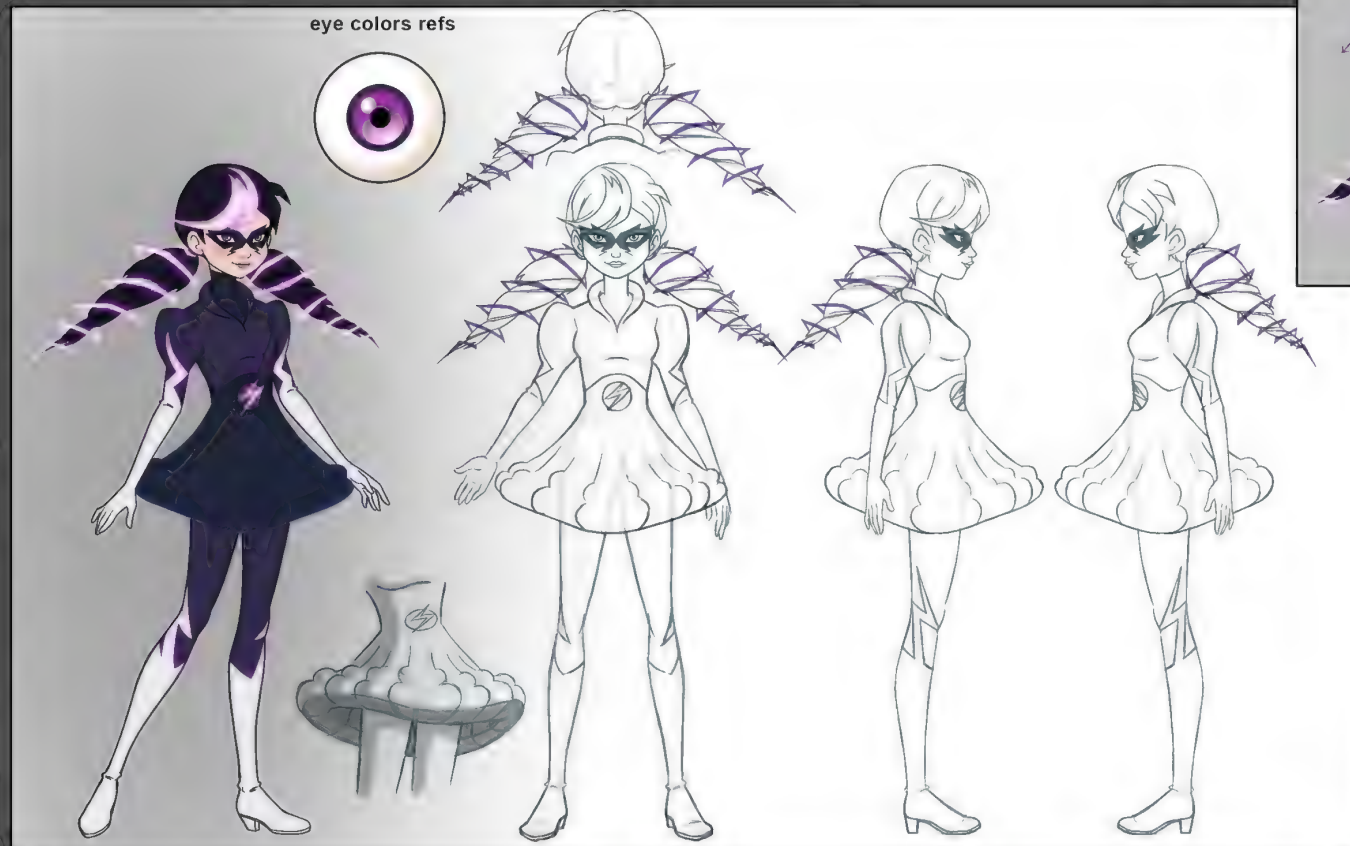


3D model



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Tales of Ladybug & Cat Noir

LB1_100_CH041_PHOTOGRAPHER



RELATION SIZE

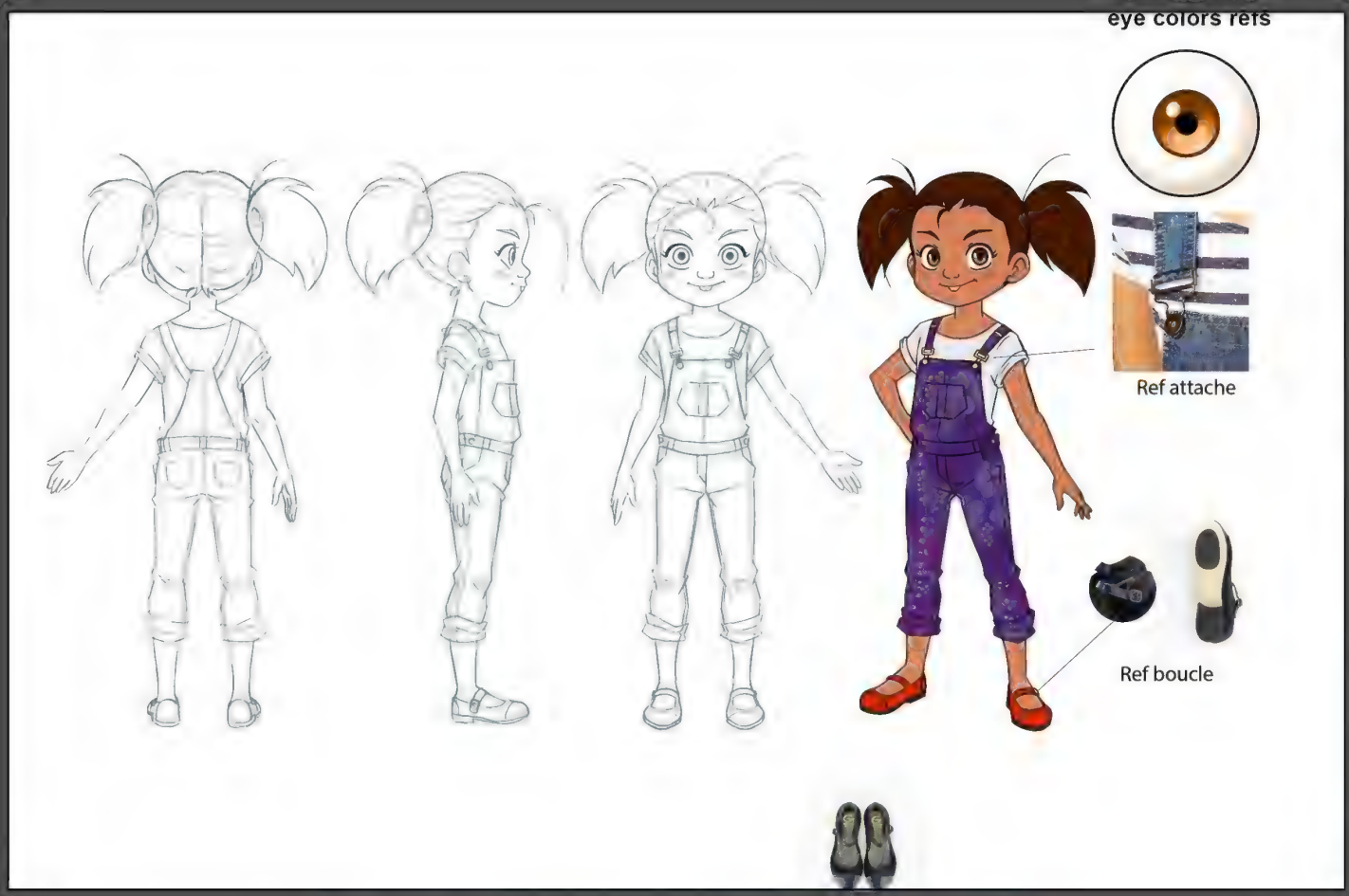


3D model

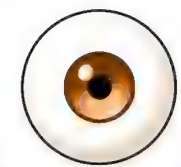


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Tales of Ladybug & Cat Noir

LB1_100_CH042_STORMY_WEATHER



eye colors refs



Ref attache



Ref boucle

RELATION SIZE

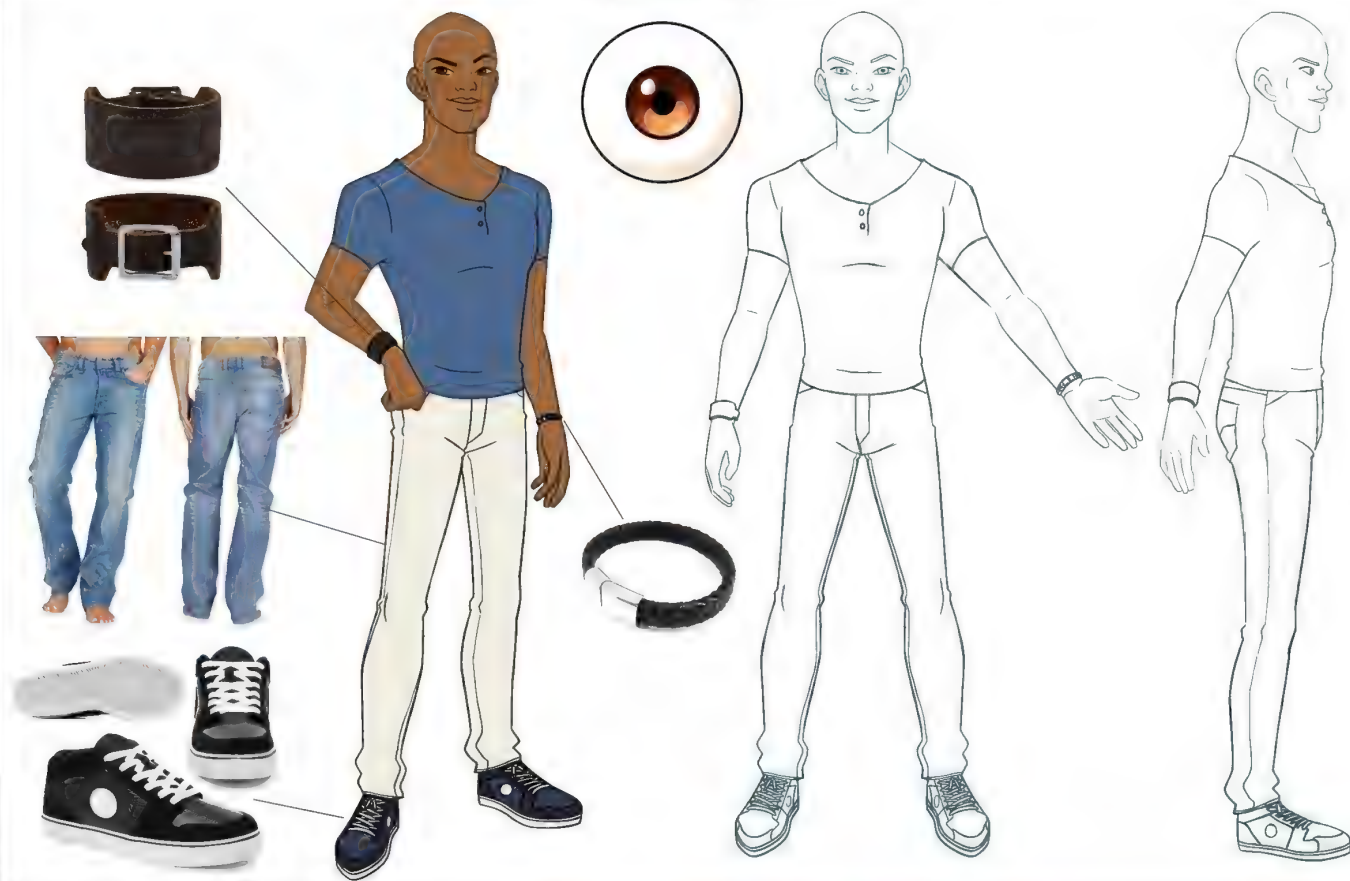


3D model

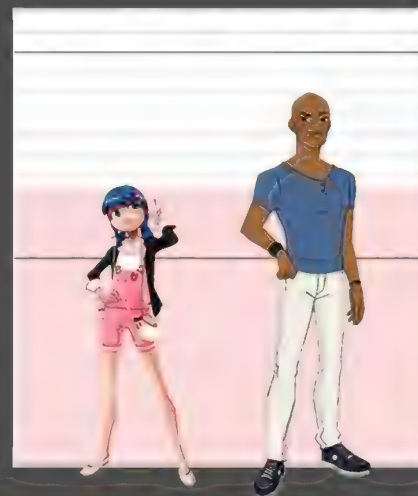


LB1_100_CH043_MANON

eye colors refs



RELATION SIZE

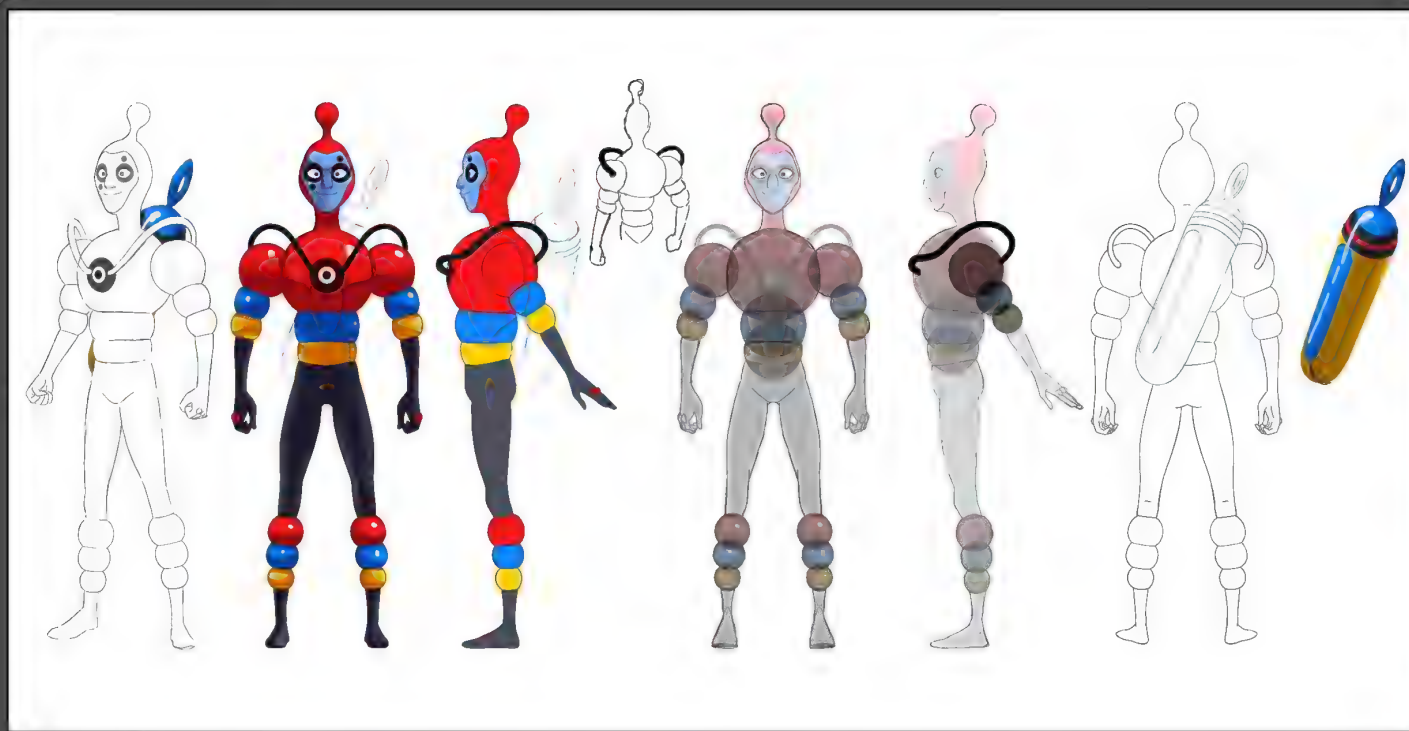


3D model

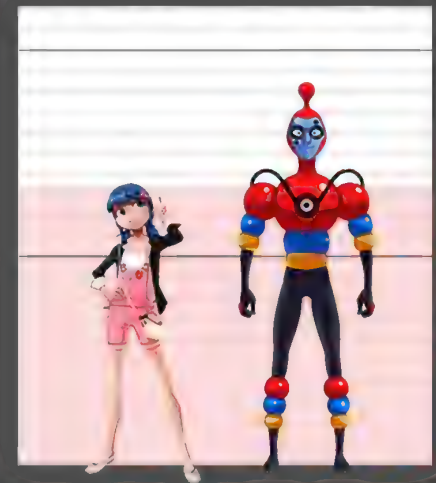


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Tales of Ladybug & Cat Noir

LB1_100_CH044_ALEC



RELATION SIZE



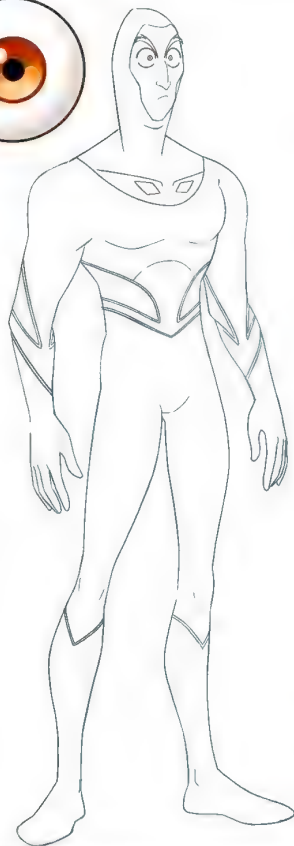
3D model



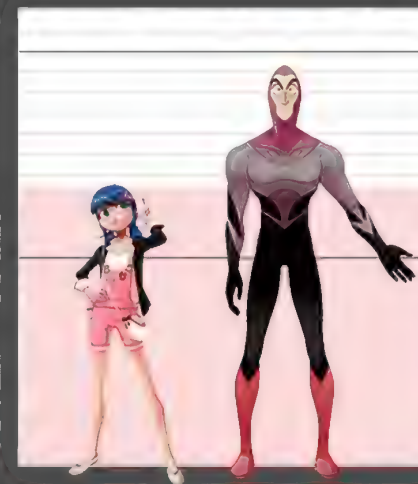
miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH046_BUBBLER

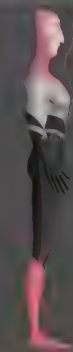
eye colors refs



RELATION SIZE

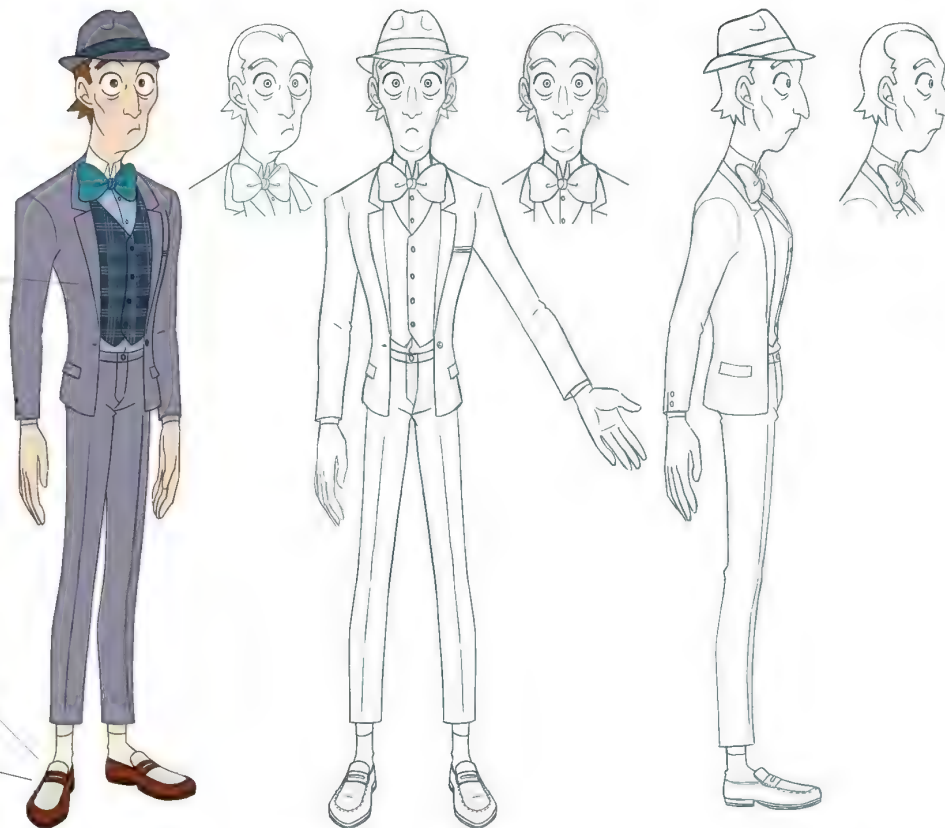


3D model



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Tales of Ladybug & Cat Noir

LB1_100_CH047_MR_PIGEON



RELATION SIZE



3D model



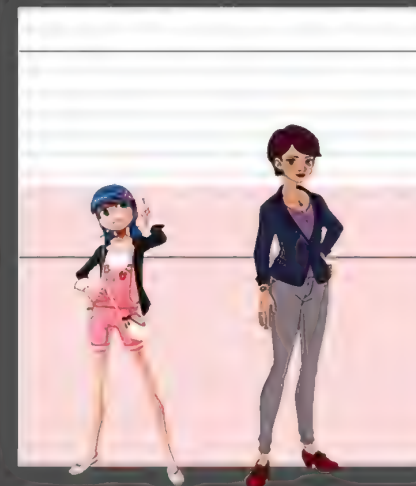
miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH048_XAVIER_RAMIER

eye colors refs



RELATION SIZE

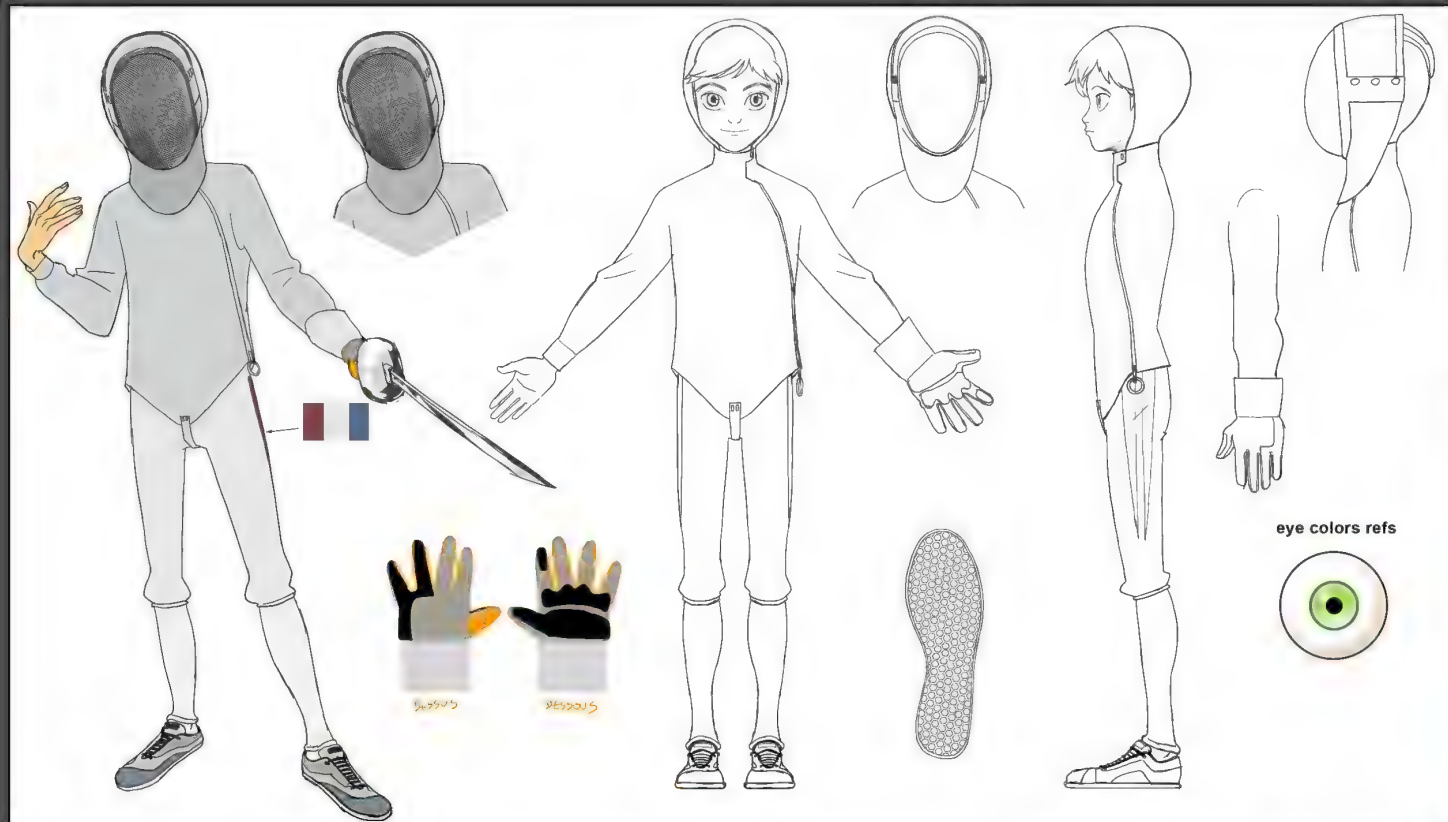


3D model

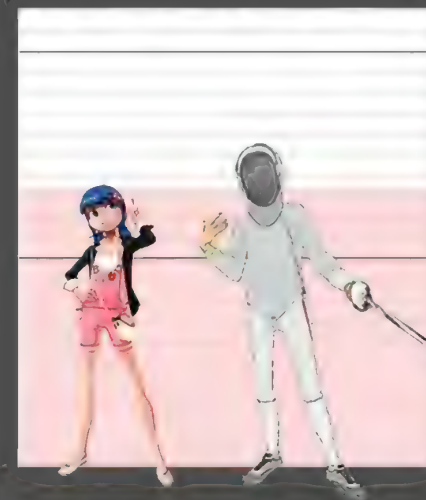


miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH049_NADJA_CHAMACK



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH051_ADRIEN_FENCING_SUIT

EVILLUSTRATOR



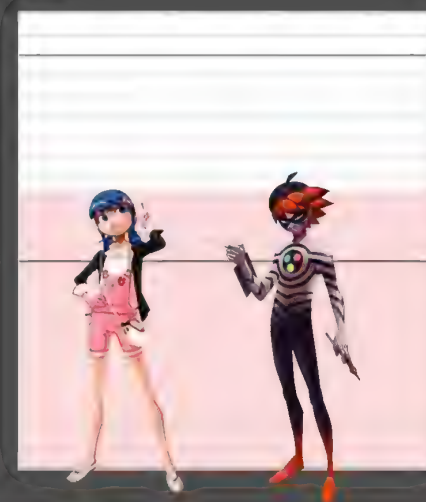
To draw



To erase



RELATION SIZE



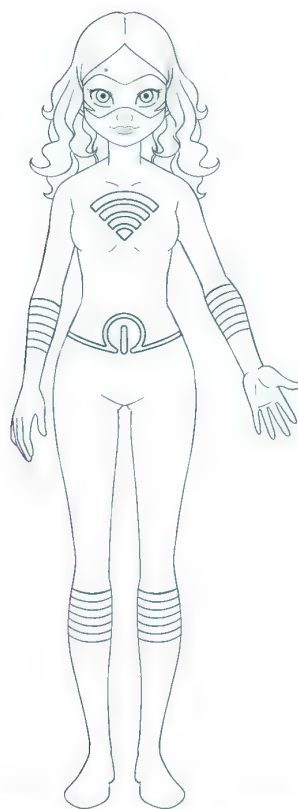
3D model



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Tales of Ladybug & Cat Noir

LB1_100_CH052_EVILLUSTRATOR

eye colors refs



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH053_LADY_WIFI



RELATION SIZE

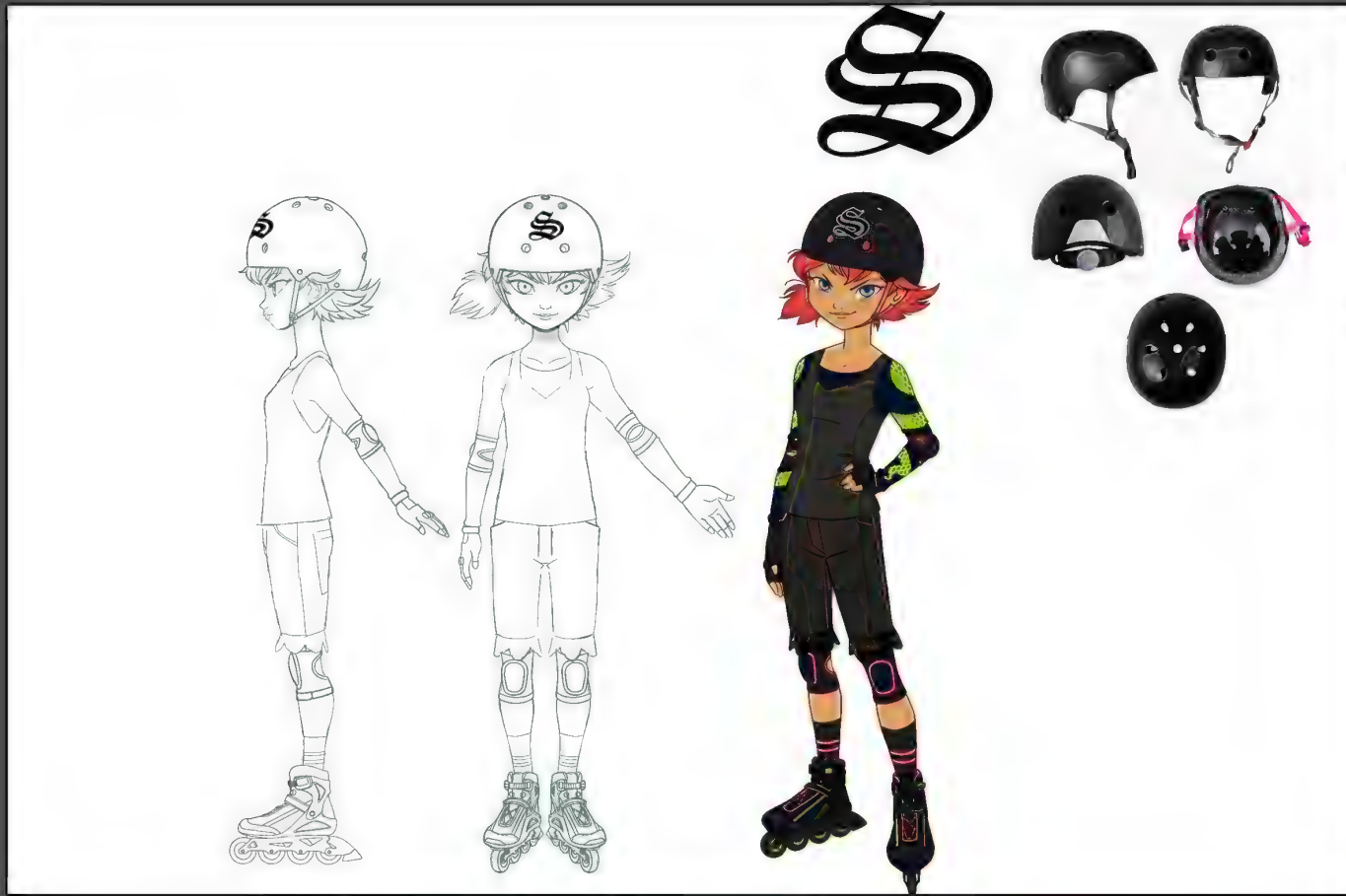


3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH054_TIMEBREAKER



RELATION SIZE

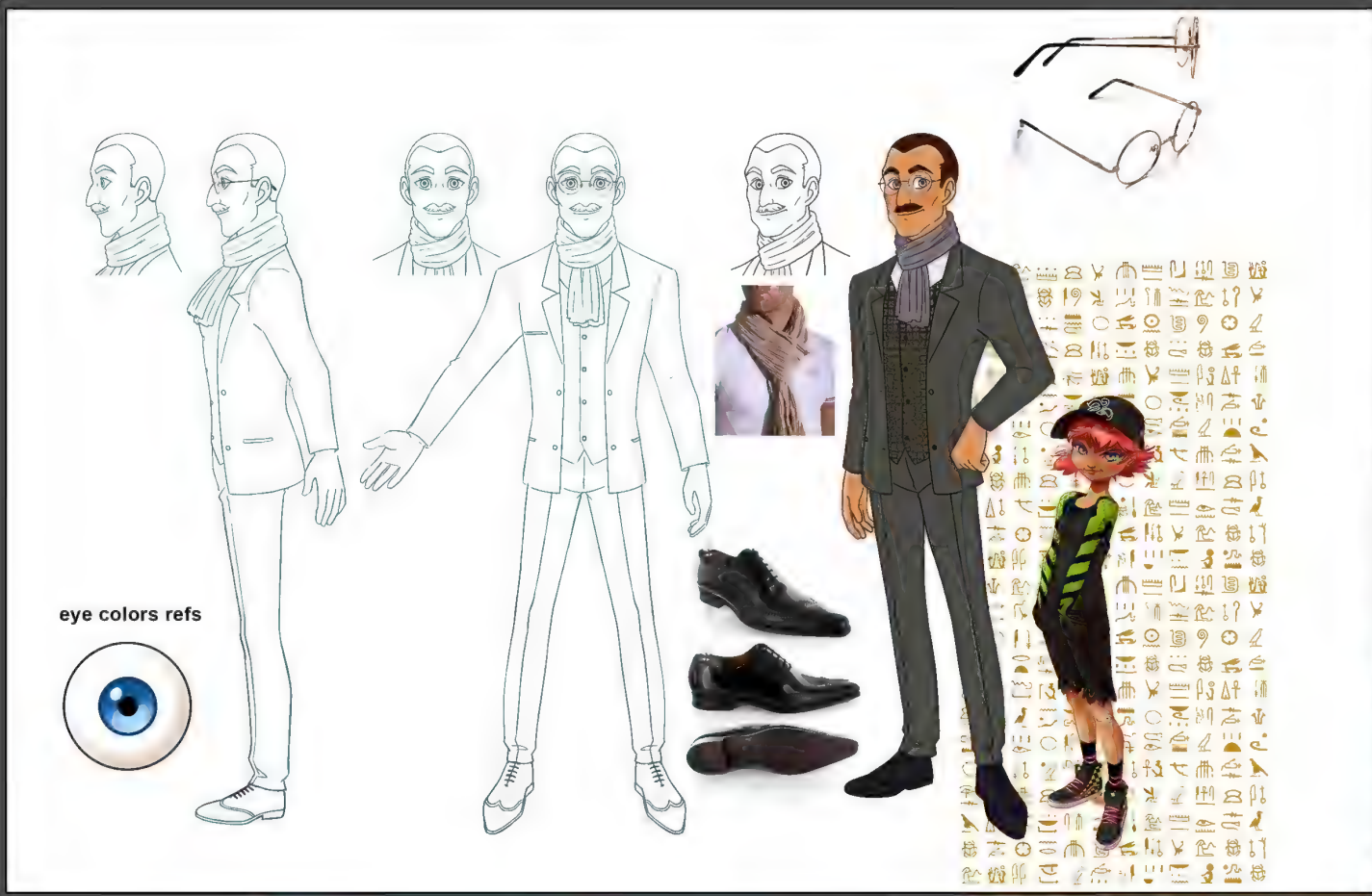


3D model

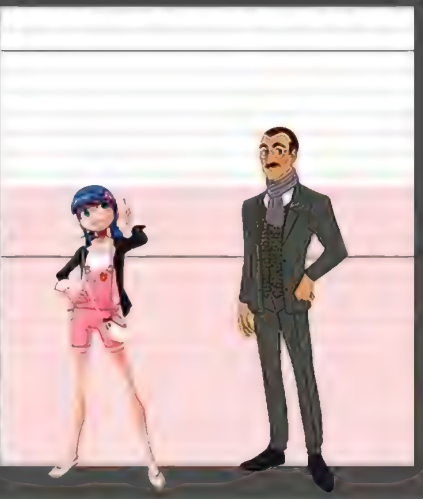


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Tales of Ladybug & Cat Noir

LB1_100_CH055_ALIX_ROLLER_SUIT



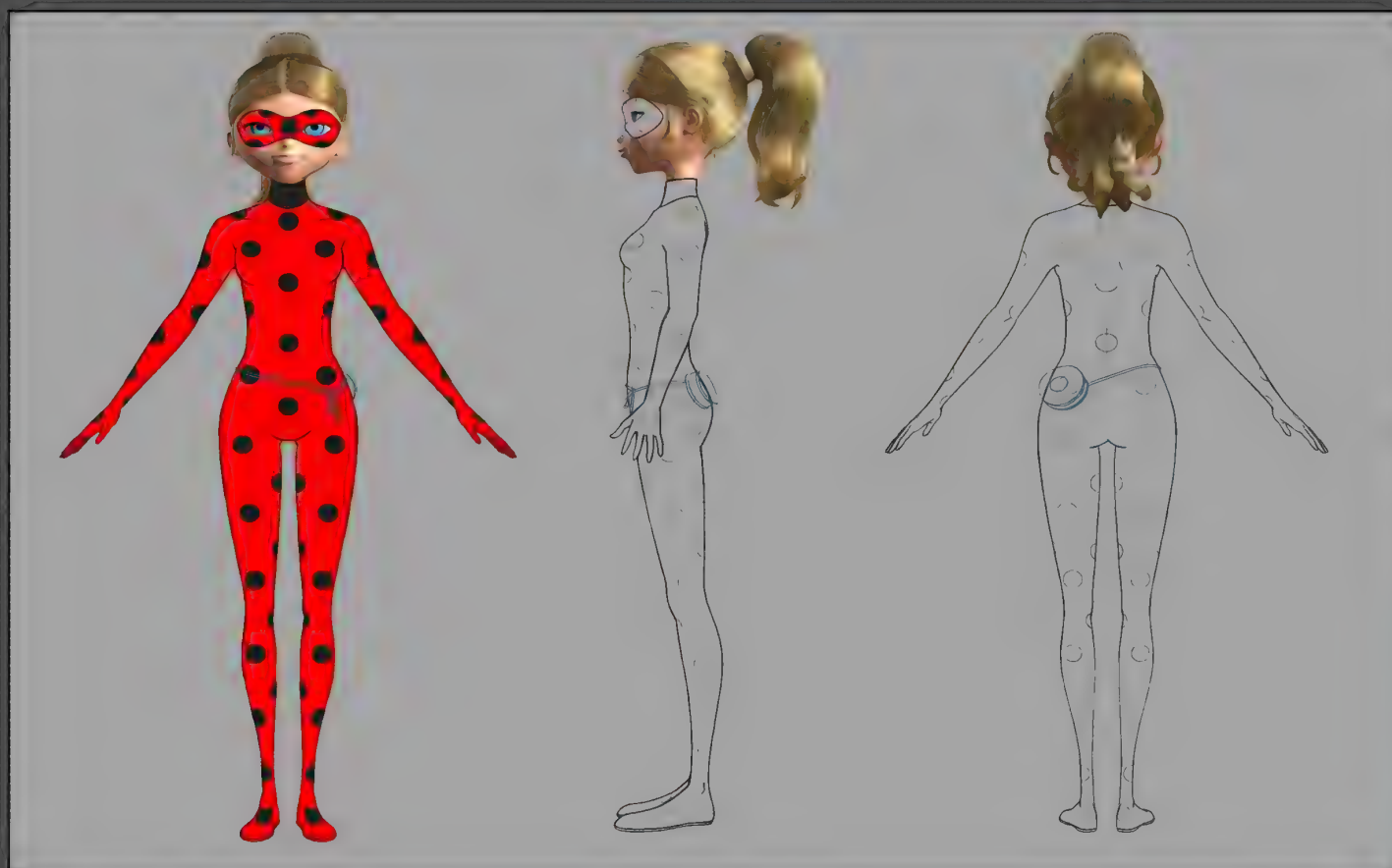
RELATION SIZE



3D model



LB1_100_CH056_MR_KUBDEL



RELATION SIZE

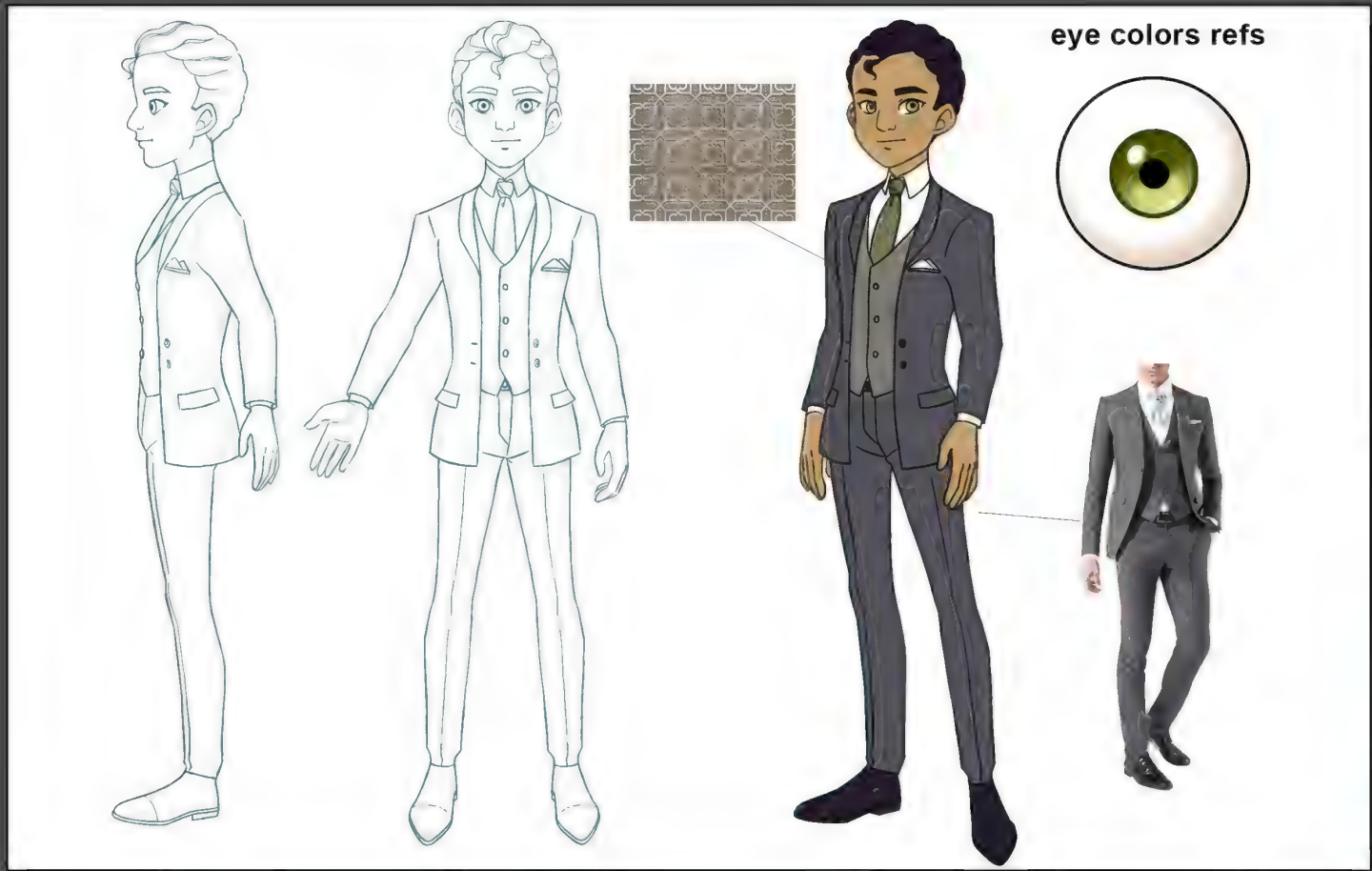


3D model

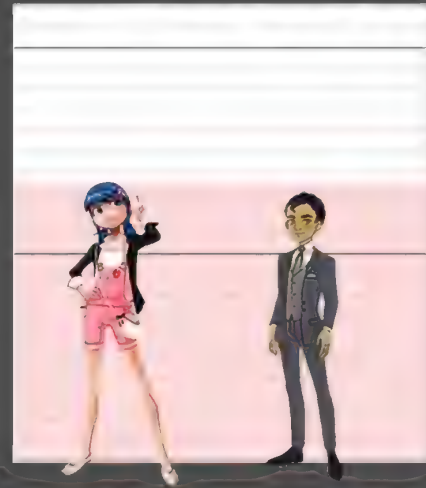


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Tales of Ladybug & Cat Noir

LB1_100_CH058_CHLOE_LADYBUG_SUIT



RELATION SIZE

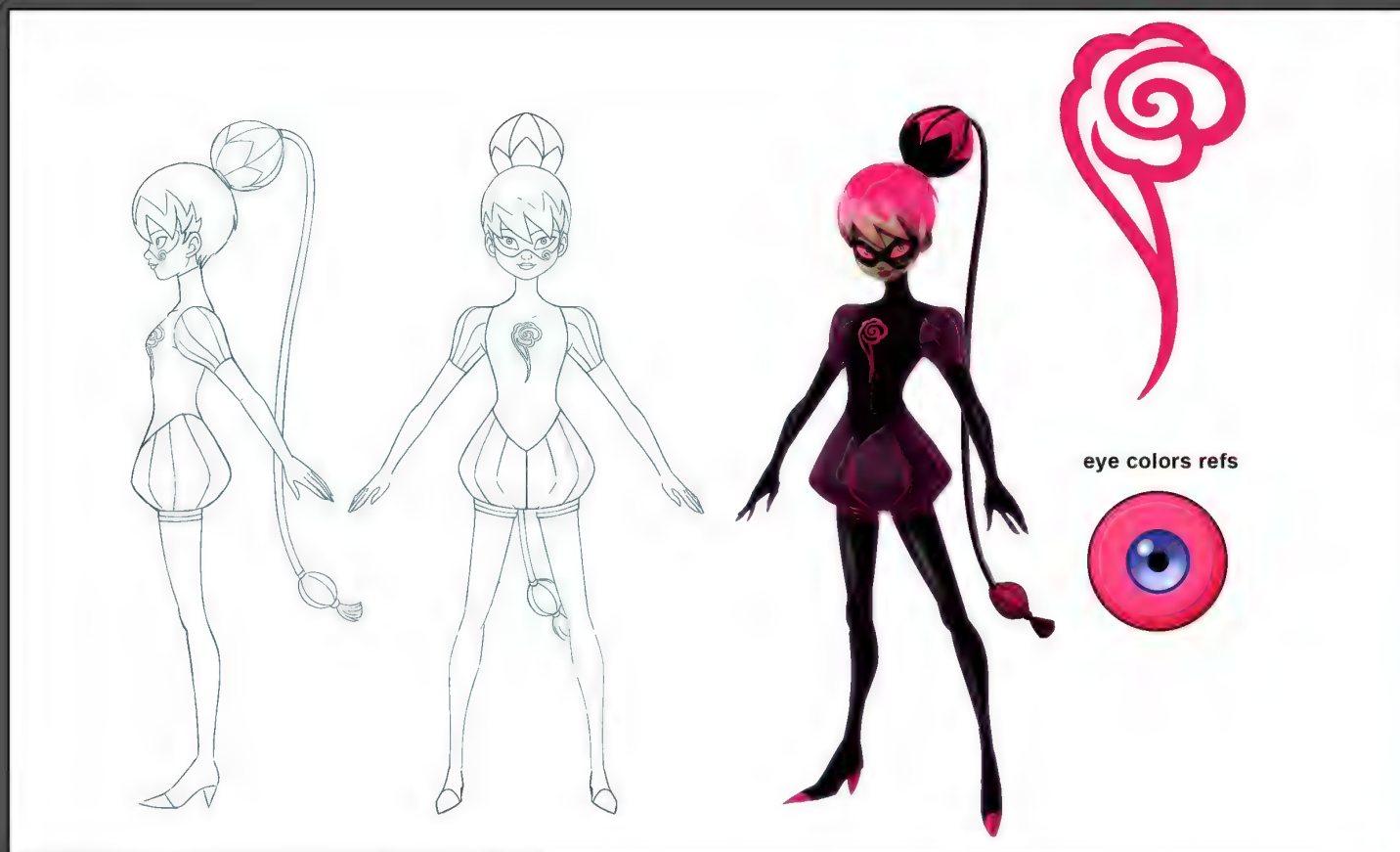


3D model

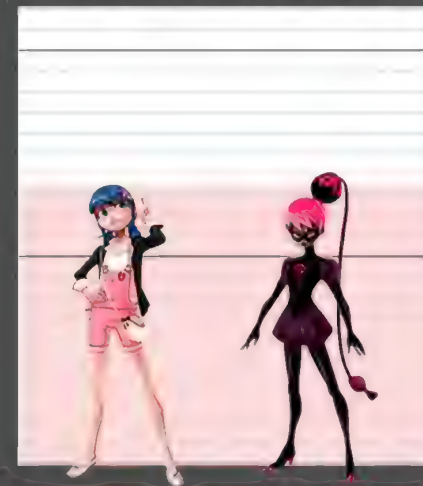


miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH059_PRINCE_ALI



RELATION SIZE



3D model

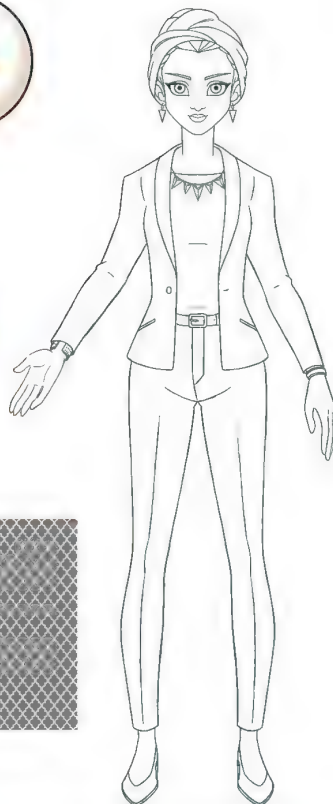
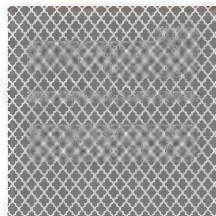
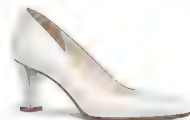


miraculous
Tales of Ladybug & Cat Noir

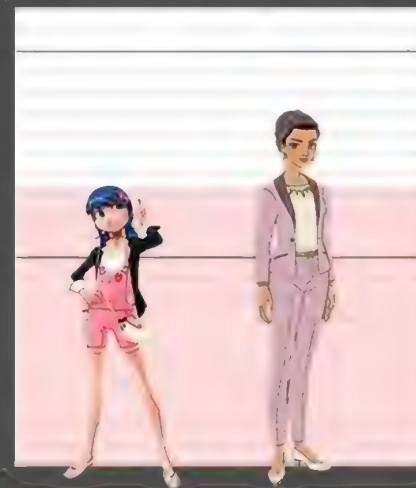
LB1_100_CH060_PRINCESS_FRAGRANCE



eye colors refs



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH061_PRINCE_ALL_MANAGER

eye colors refs



RELATION SIZE



3D model

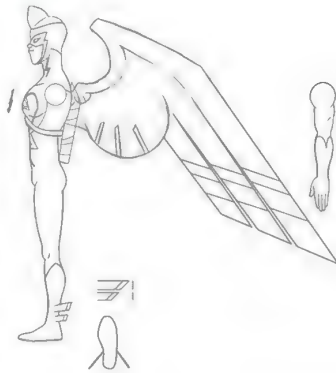


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Tales of Ladybug & Cat Noir

LB1_100_CH062_MASTER_FU



Model of fabric for the costume.



RELATION SIZE



3D model

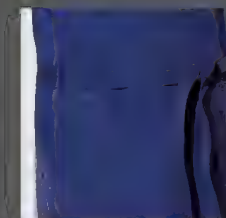


miraculous
Tales of Ladybug & Cat Noir

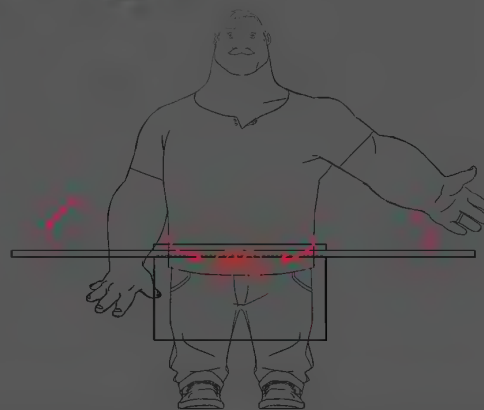
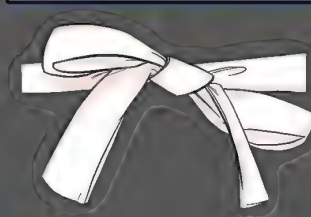
LB1_100_CH063_DARKCUPID



EPISODE 116 (0:35) APRON OF TOM



REFERENCE OF TEXTURE



RELATION SIZE



3D model



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Tales of Ladybug & Cat Noir

LB1_100_CH064_TOM_APRON



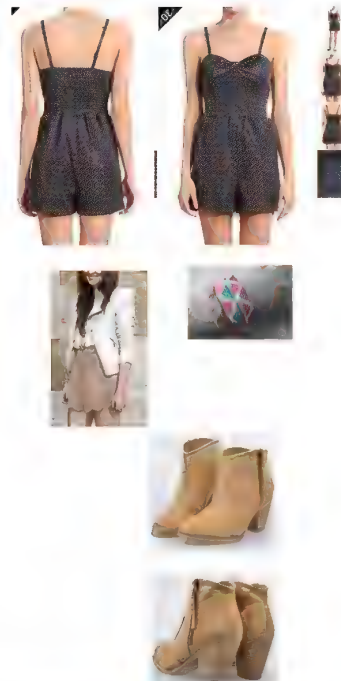
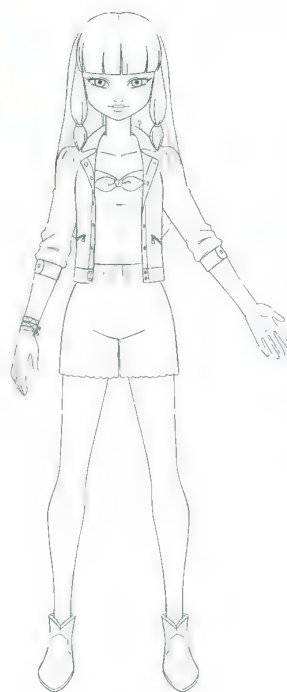
MODEL UPDATED
Please add the earrings



Pearl earring



Akumatised pearl earring



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH065_LILA



RELATION SIZE



3D model

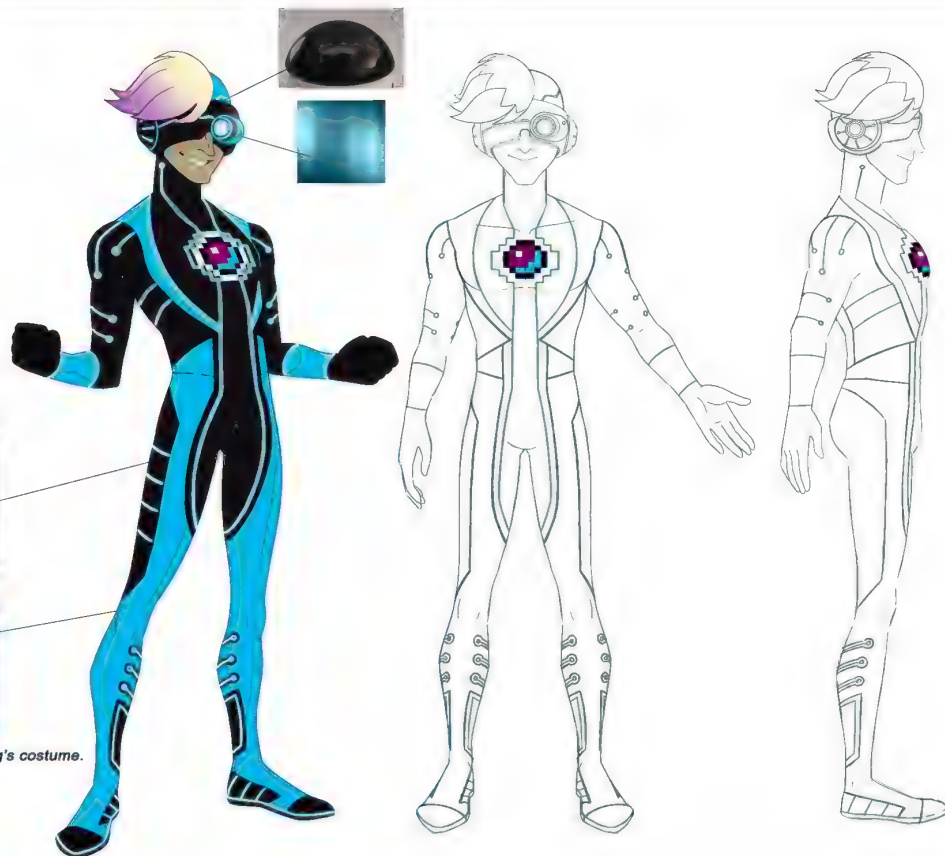


miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH066_VOLPINA

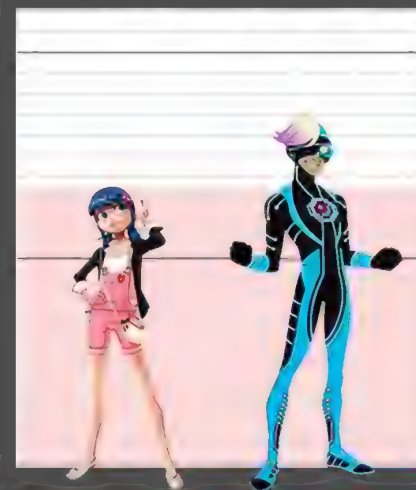


Logo



Same kind of material than Ladybug's costume.

RELATION SIZE

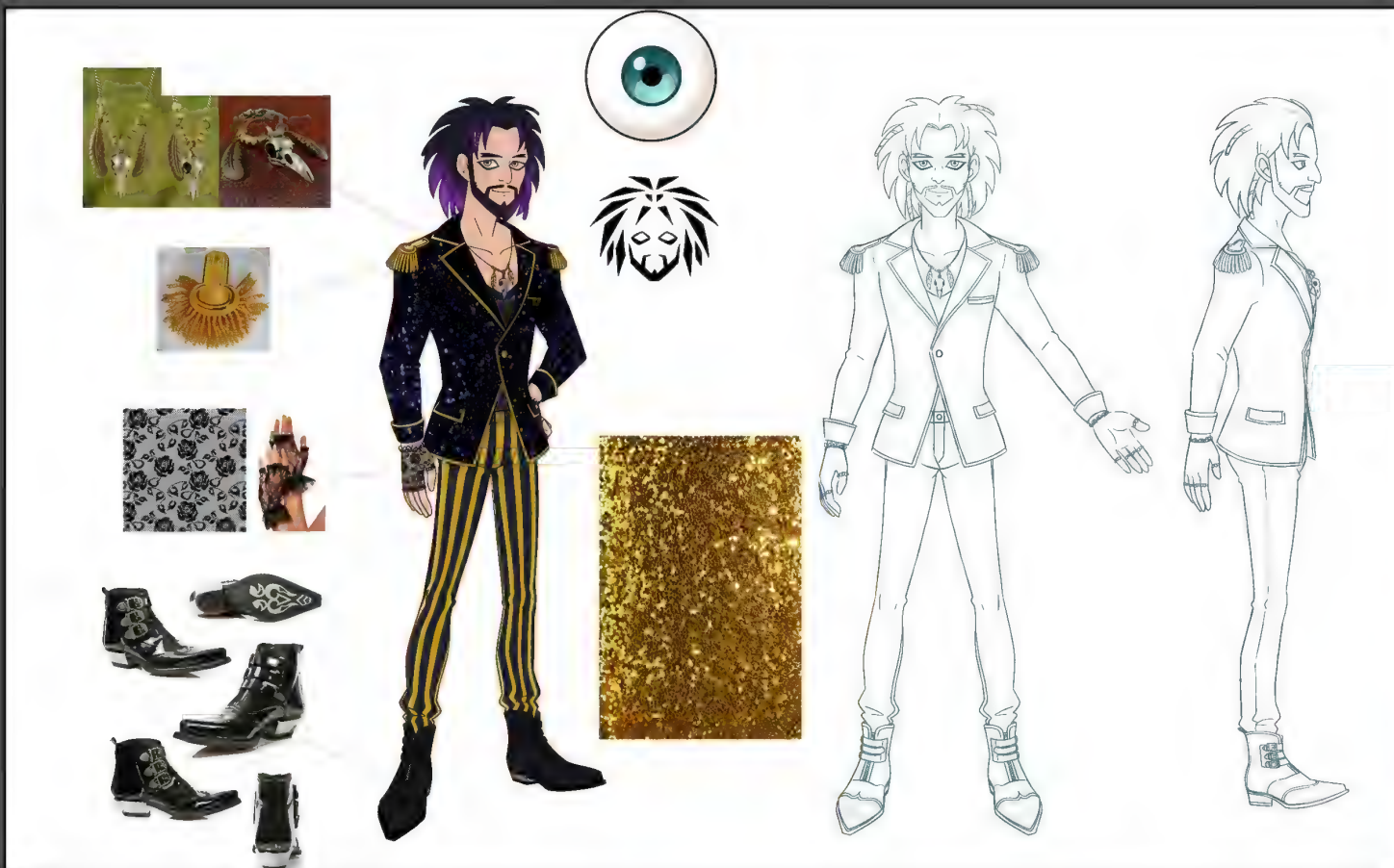


3D model

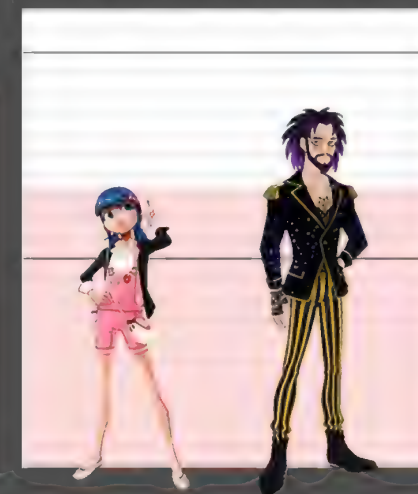


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Tales of Ladybug & Cat Noir

LB1_100_CH067_PIXELATOR



RELATION SIZE



3D model



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Tales of Ladybug & Cat Noir

LB1_100_CH068_JAGGED_STONE



RELATION SIZE



3D model



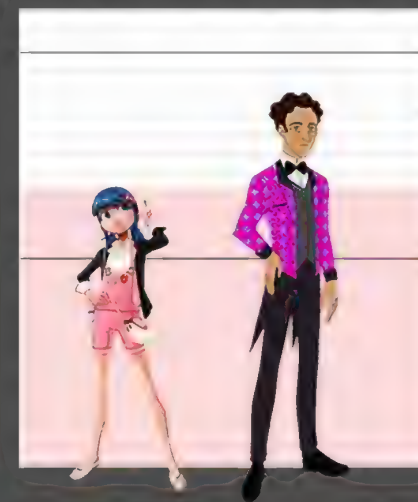
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Tales of Ladybug & Cat Noir

LB1_100_CH070_VINCENT_AZA

eye colors refs



RELATION SIZE



3D model

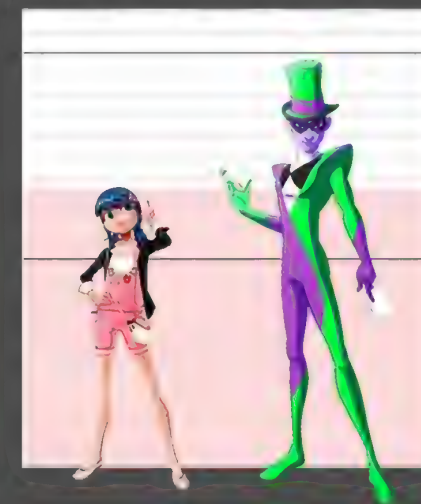


miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH071_SIMON_GRIMAUULT



RELATION SIZE

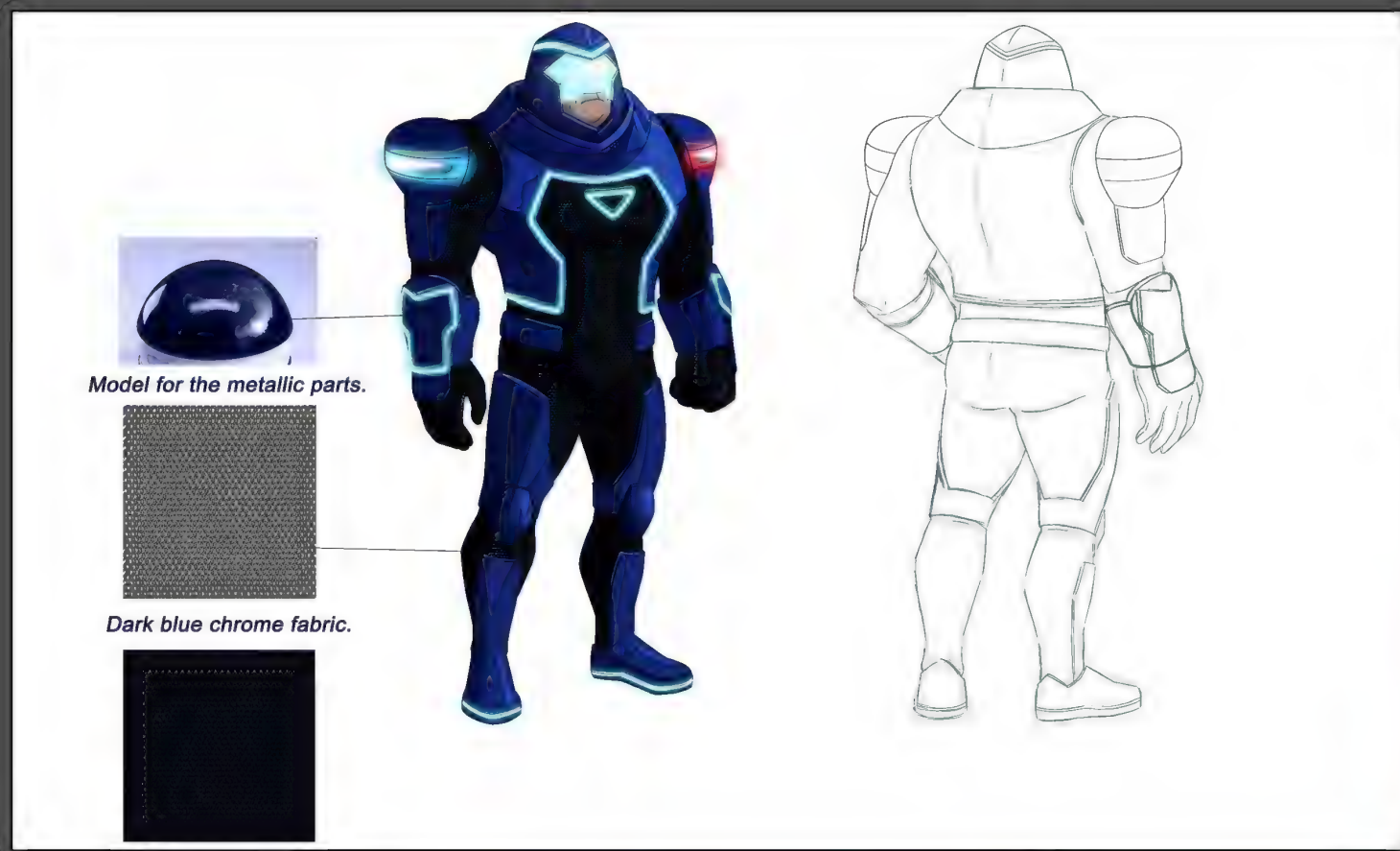


3D model

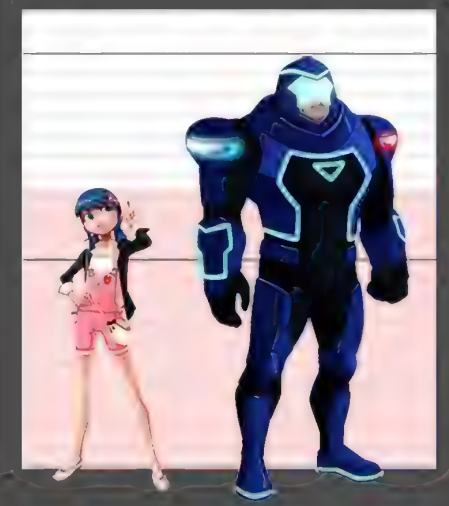


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Tales of Ladybug & Cat Noir

LB1_100_CH072_SIMON_SAYS

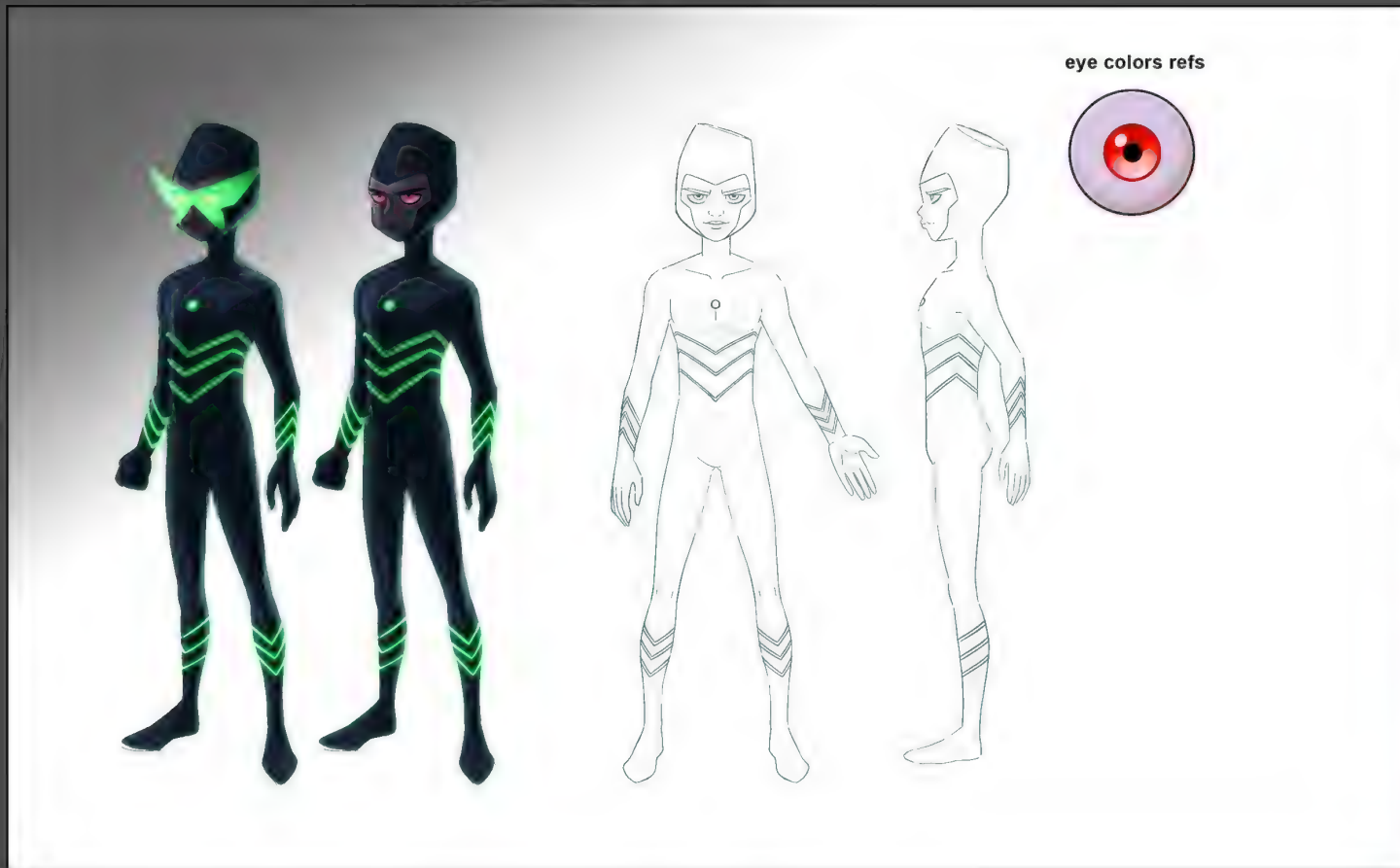


RELATION SIZE

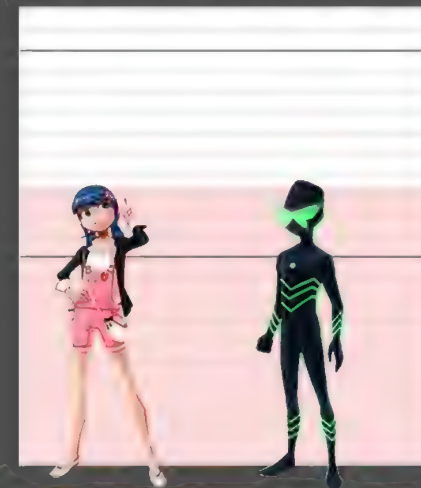


3D model





RELATION SIZE



3D model



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Tales of Ladybug & Cat Noir

LB1_100_CH074_GAMER



RELATION SIZE



3D model

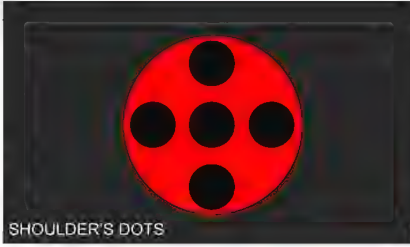


miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH075_GAMER_ROBOT



REF 2D



SHOULDER'S DOTS



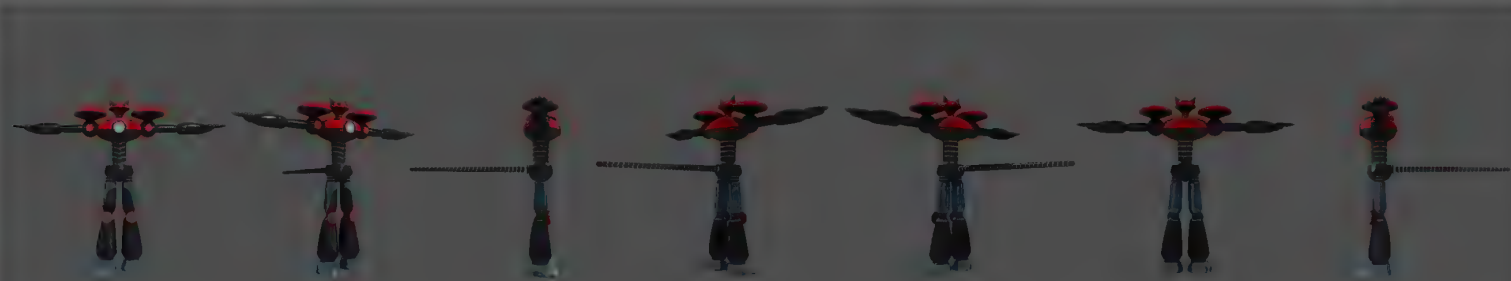
EYES SHAPE



RELATION SIZE



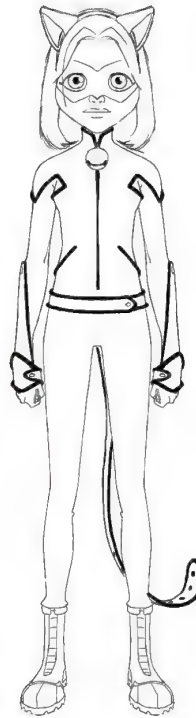
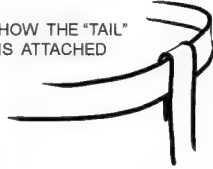
3D model



eye colors refs



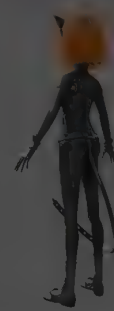
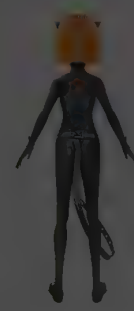
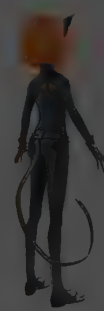
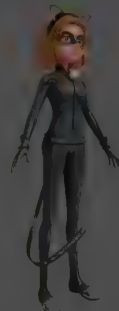
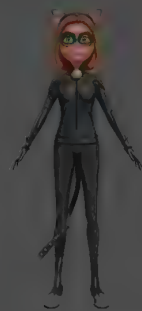
HOW THE "TAIL"
IS ATTACHED



RELATION SIZE

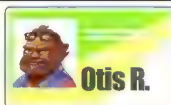


3D model

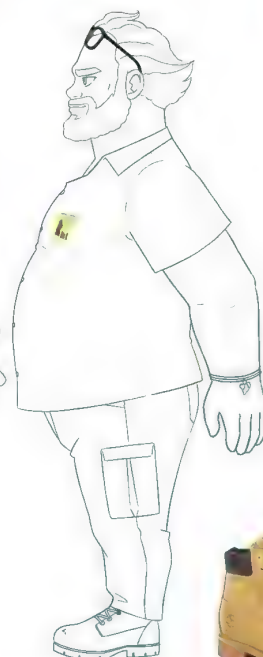
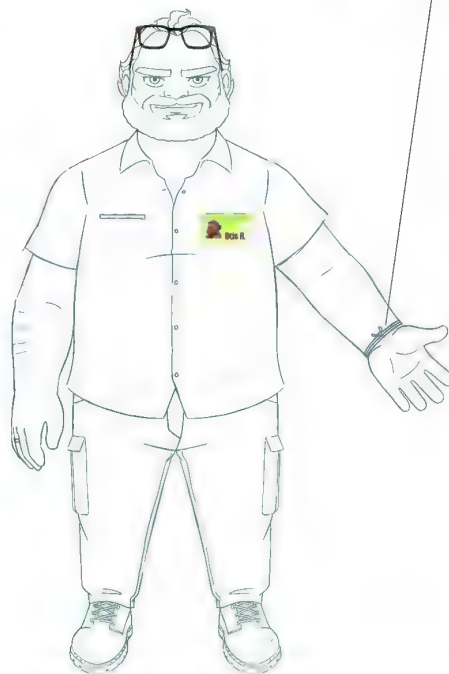


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Tales of Ladybug & Cat Noir

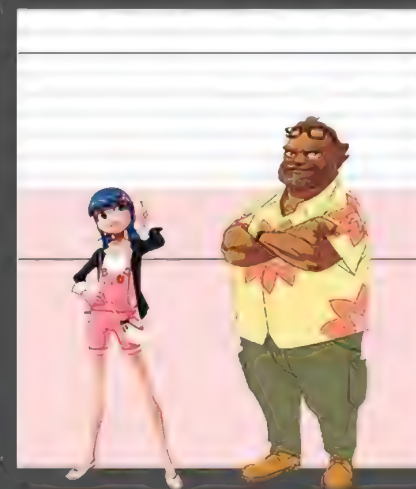
LB1_100_CH077_SABRINA_CATNOIR_SUIT



eye colors refs



RELATION SIZE

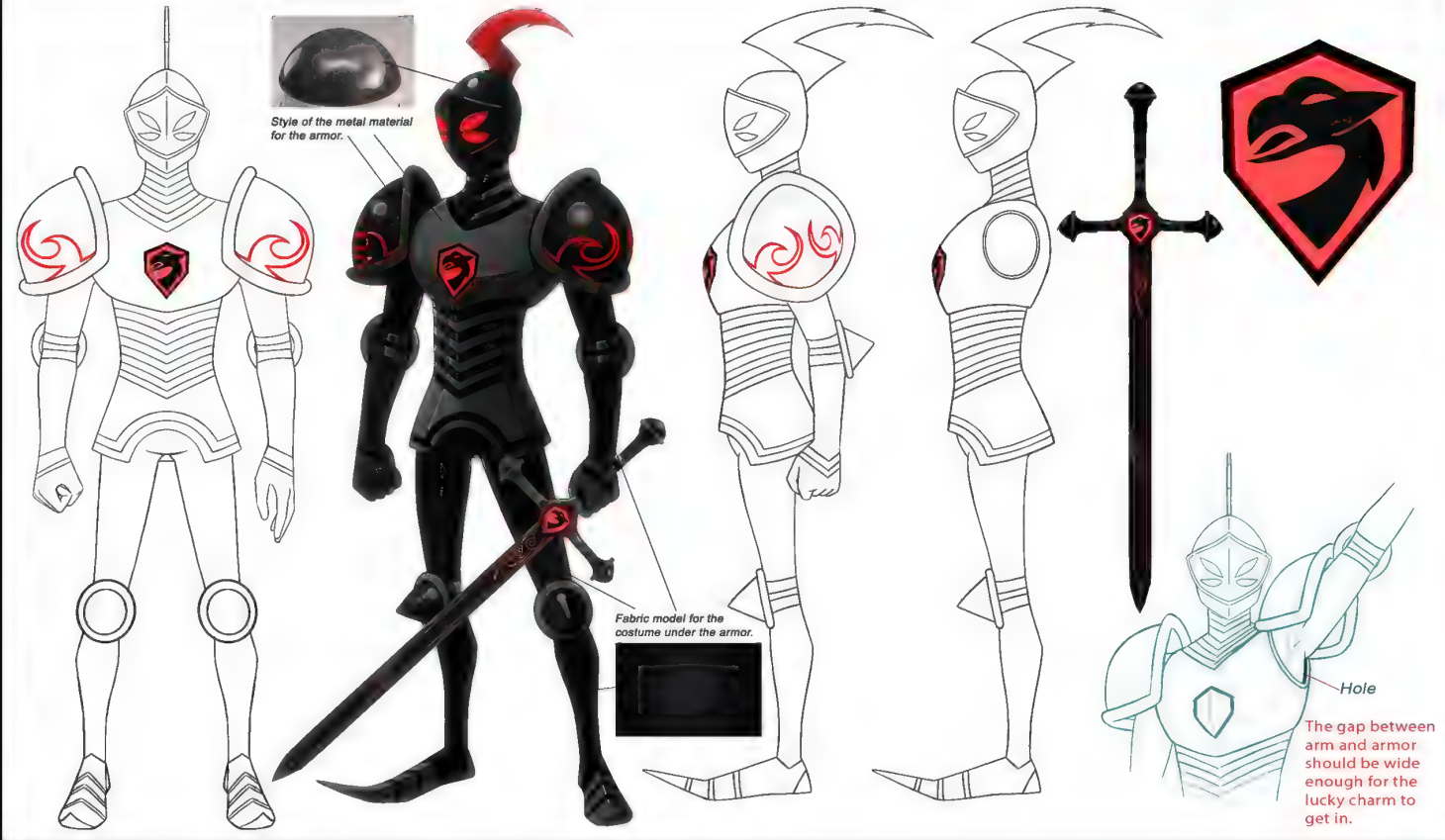


3D model

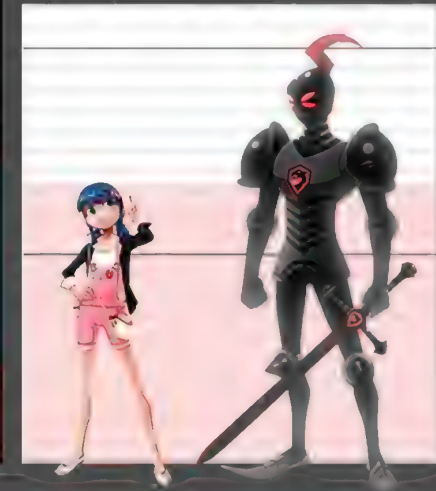


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LB1_100_CH079_OTIS



RELATION SIZE



3D model



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LB1_100_CH080_DARKBLADE



RELATION SIZE



3D model

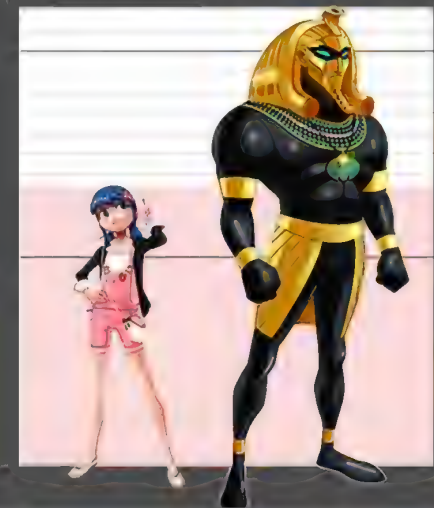


miraculous
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LB1_100_CH081_JALIL_KUBDEL



RELATION SIZE



3D model

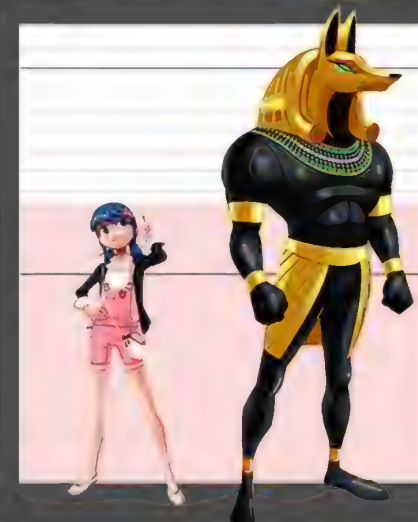


miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH082_PHARAOH



RELATION SIZE



3D model

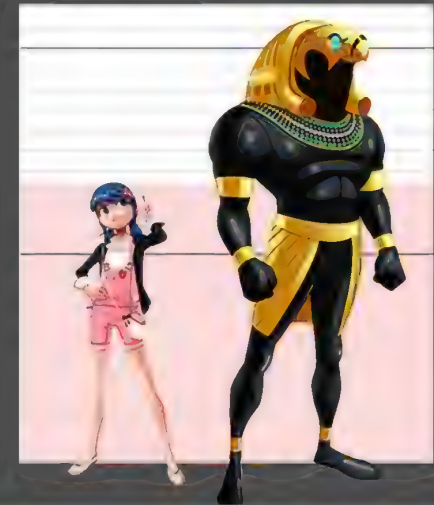


miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH082_PHARAOH_ANIBIS



RELATION SIZE



3D model

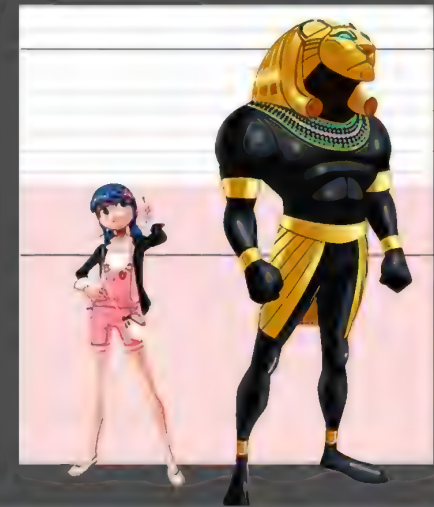


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LB1_100_CH082_PHARAOH_HOROS



RELATION SIZE



3D model

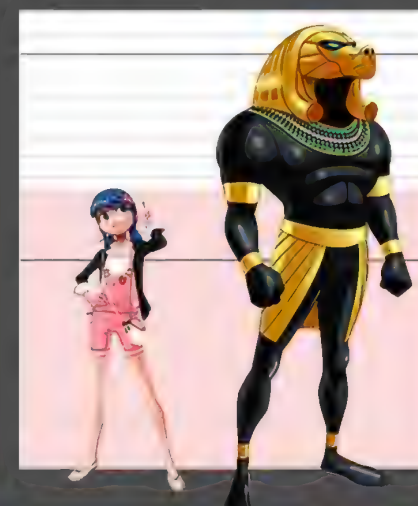


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LB1_100_CH082_PHARAOH_SICKMET



RELATION SIZE



3D model



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LB1_100_CH082_PHARAOH_THUT



RELATION SIZE



3D model

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LB1_100_CH083_TERRIFICATOR

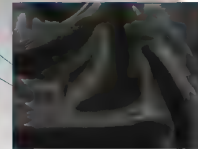
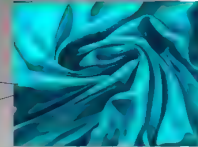


eye colors refs

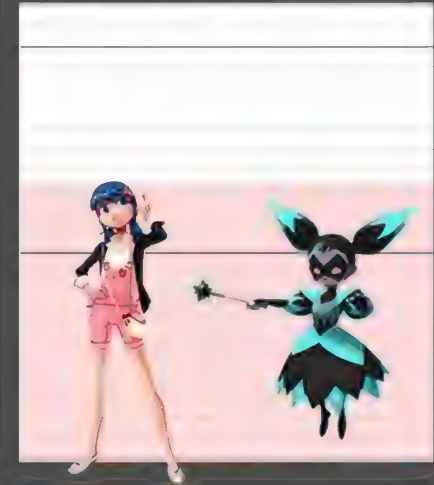


For the mask and the body:
Same texture than Ladybug's
costume, but less shiny.

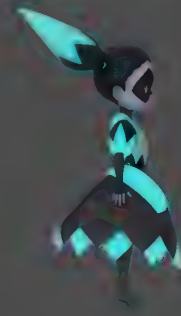
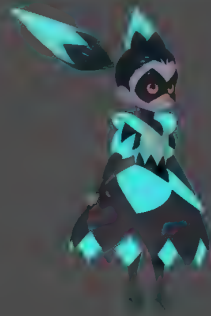
Satin dress.



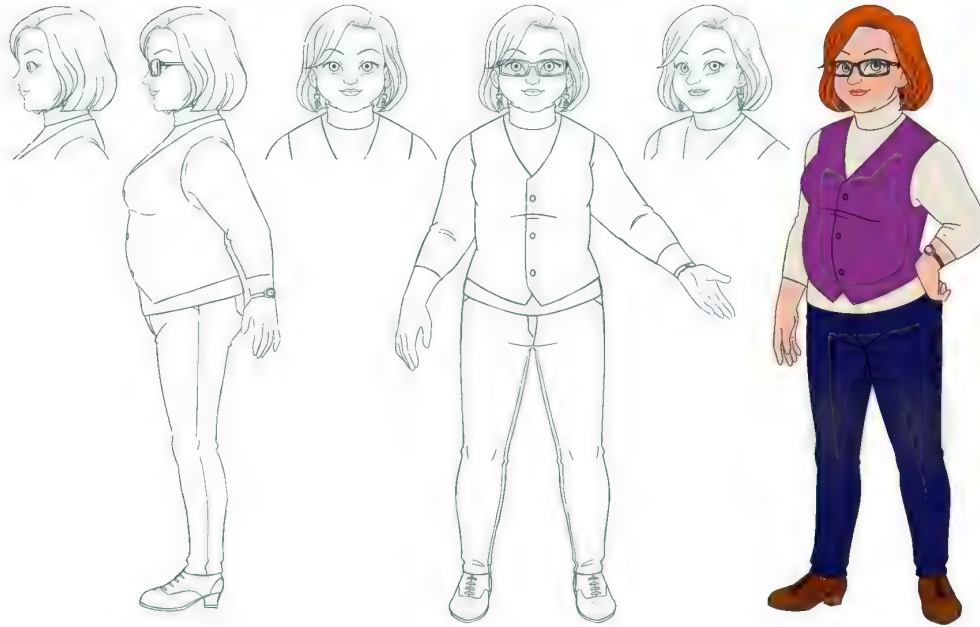
RELATION SIZE



3D model



eye colors refs



RELATION SIZE

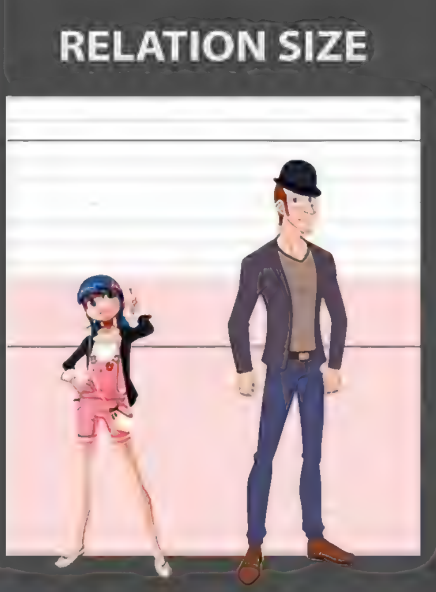
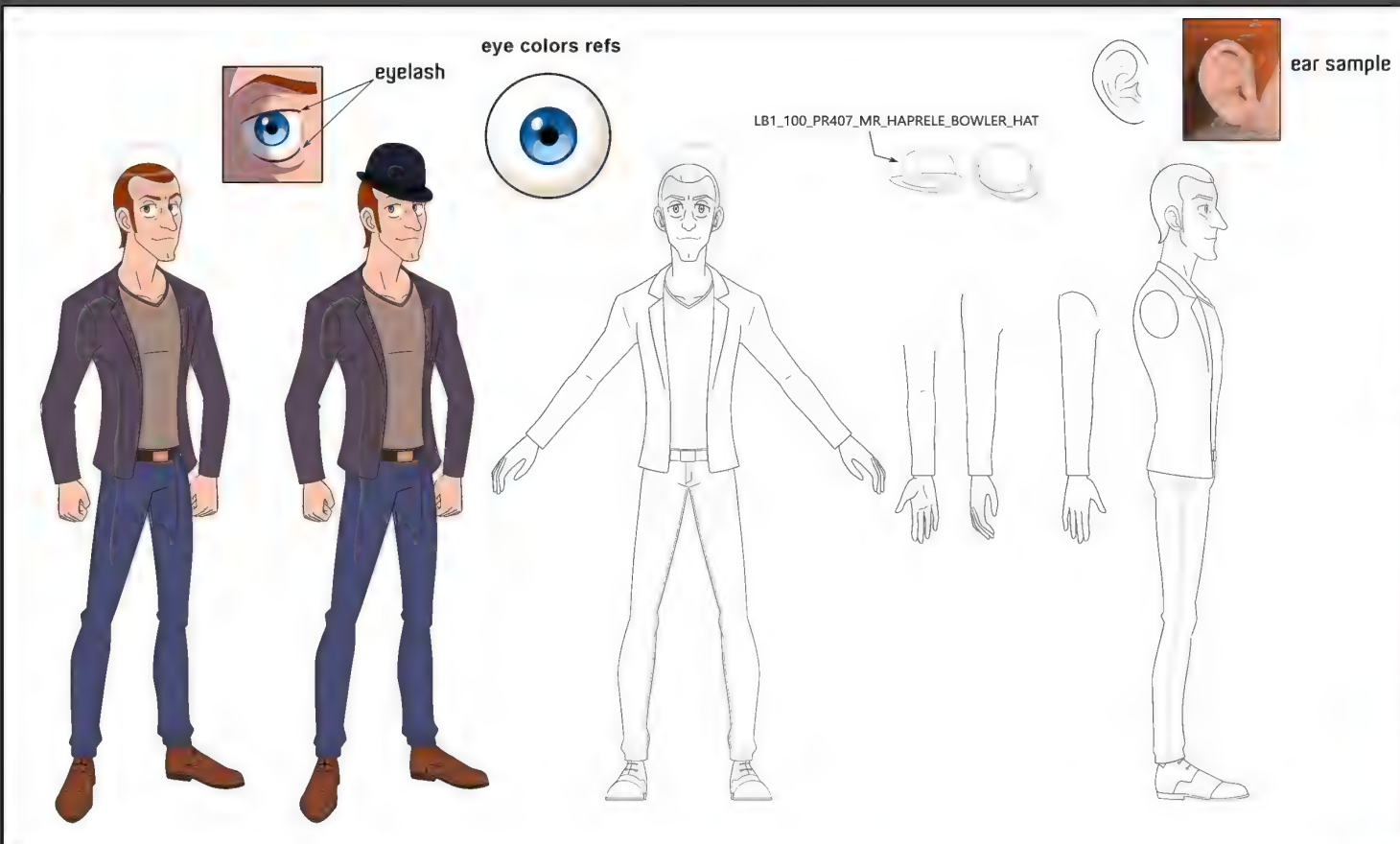


3D model



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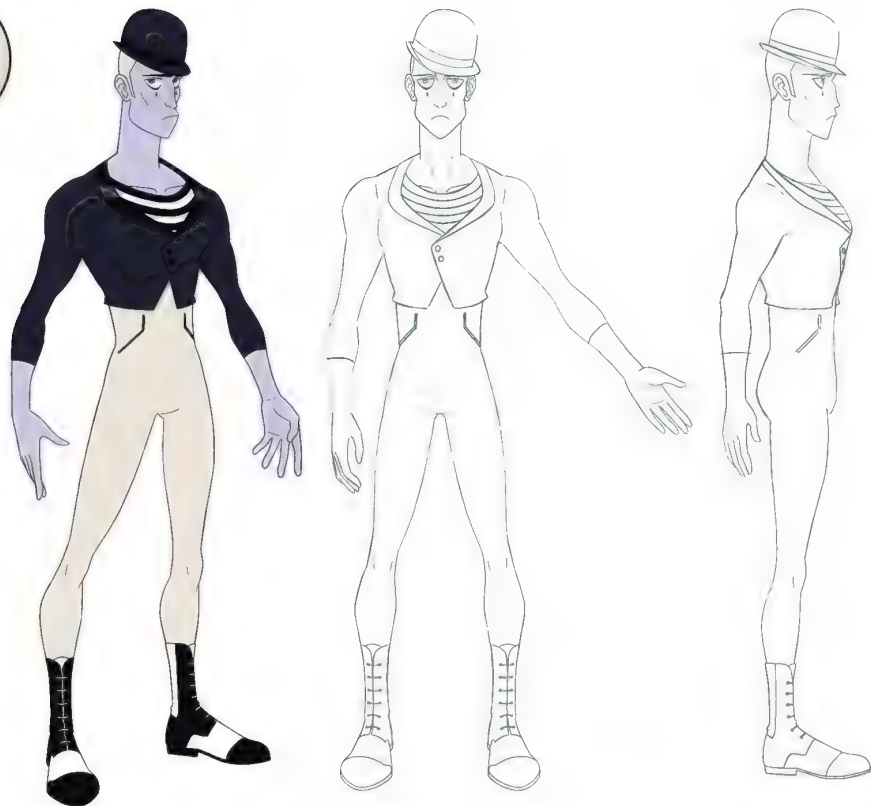
LB1_100_CH085_SARAH



3D model



eye colors refs



RELATION SIZE



3D model

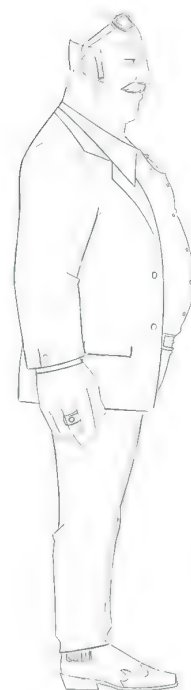
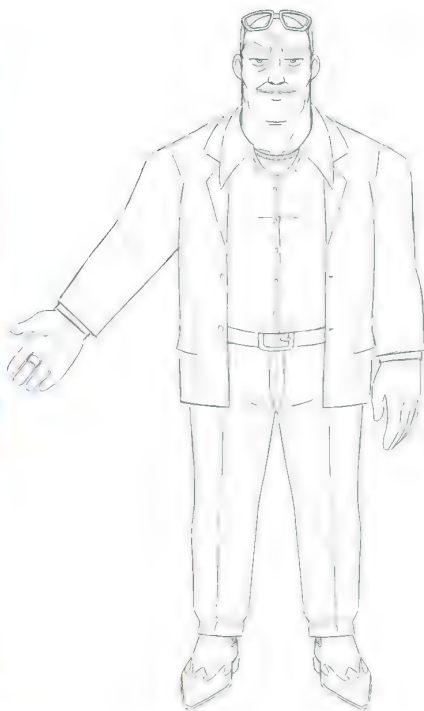
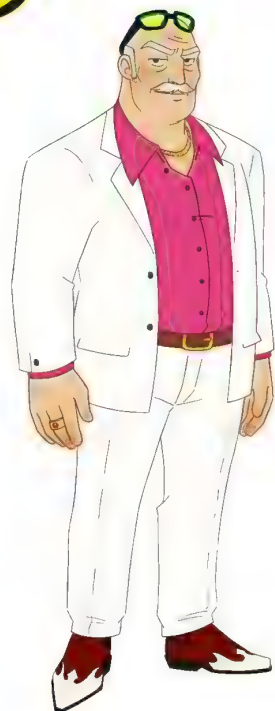


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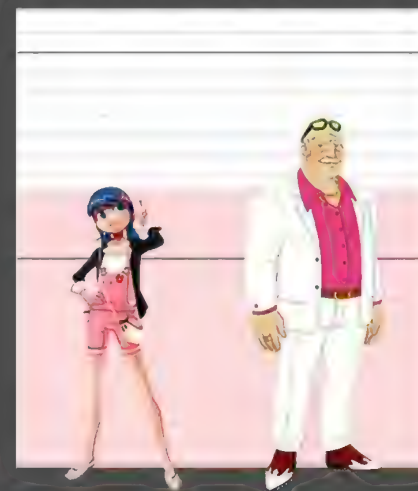
LB1_100_CH087_THE_MIME



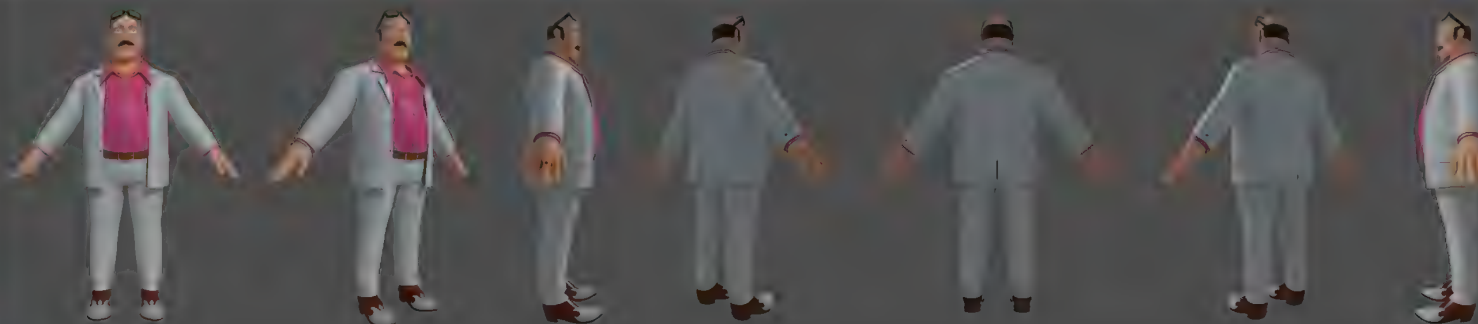
eye colors refs



RELATION SIZE

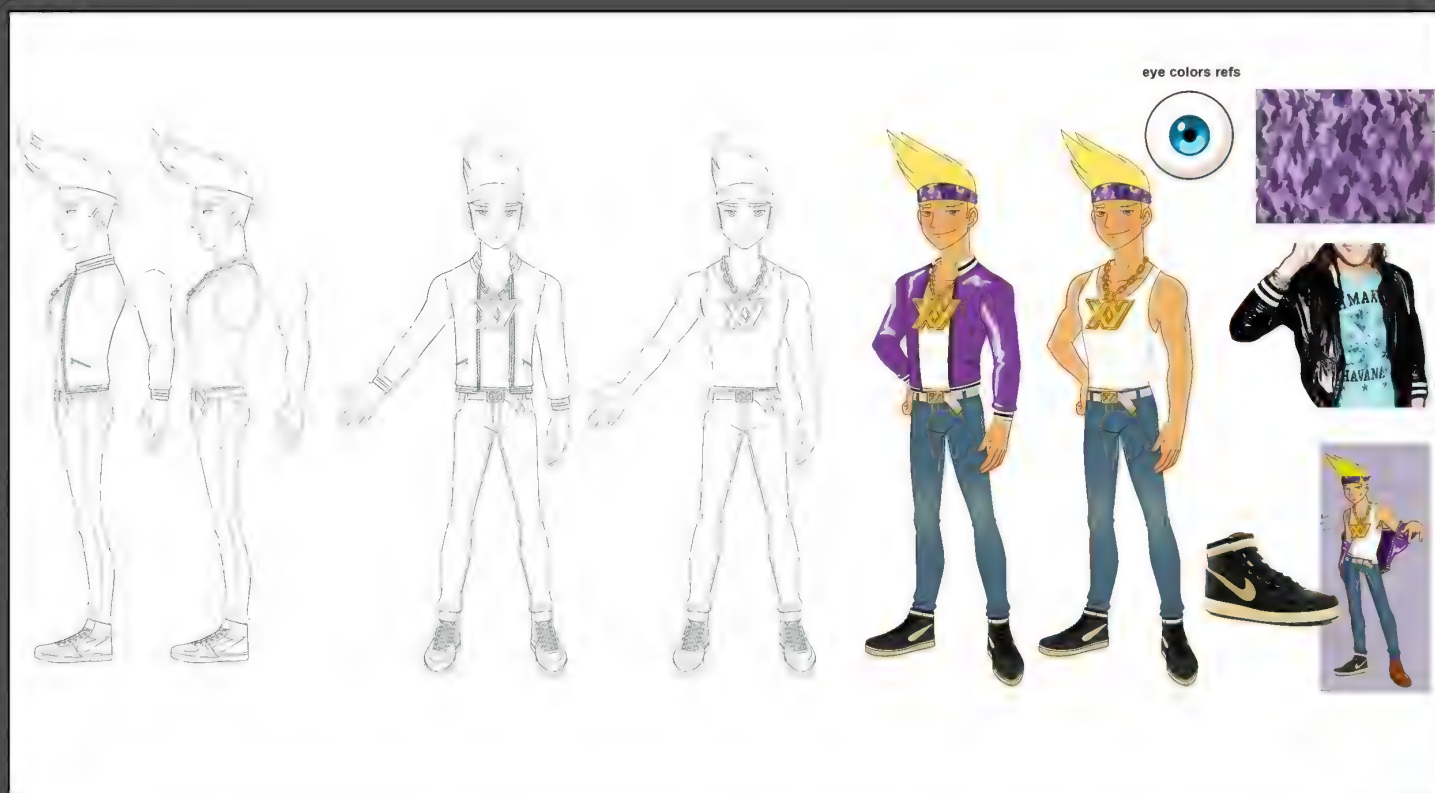


3D model

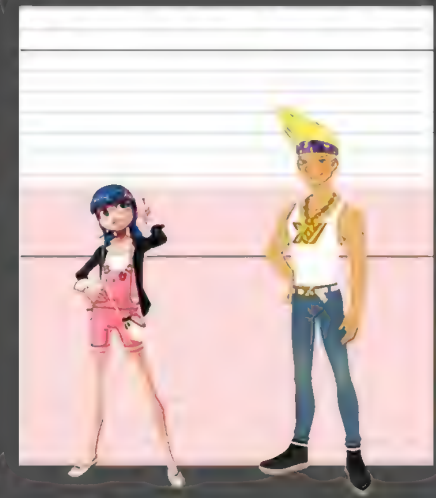


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LB1_100_CH088_BOB_ROTH



RELATION SIZE



3D model

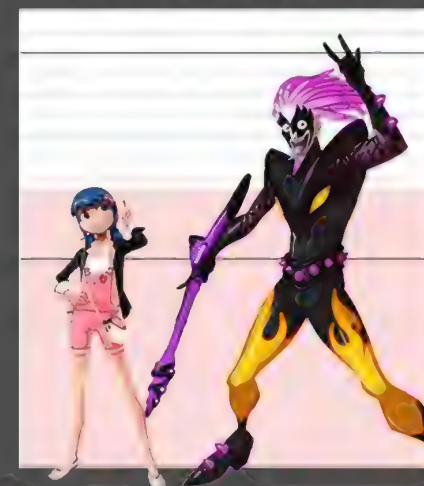


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LB1_100_CH089_XY



RELATION SIZE



3D model

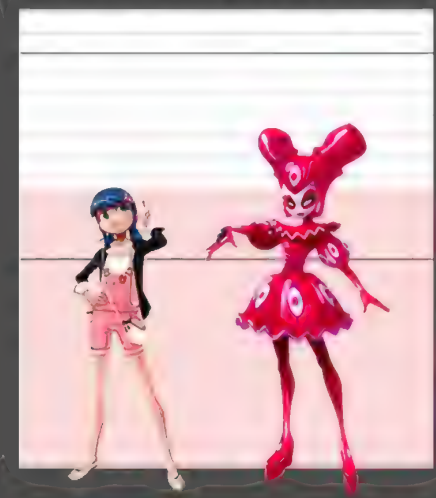


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LB1_100_CH090_GUITAR_VILAIN



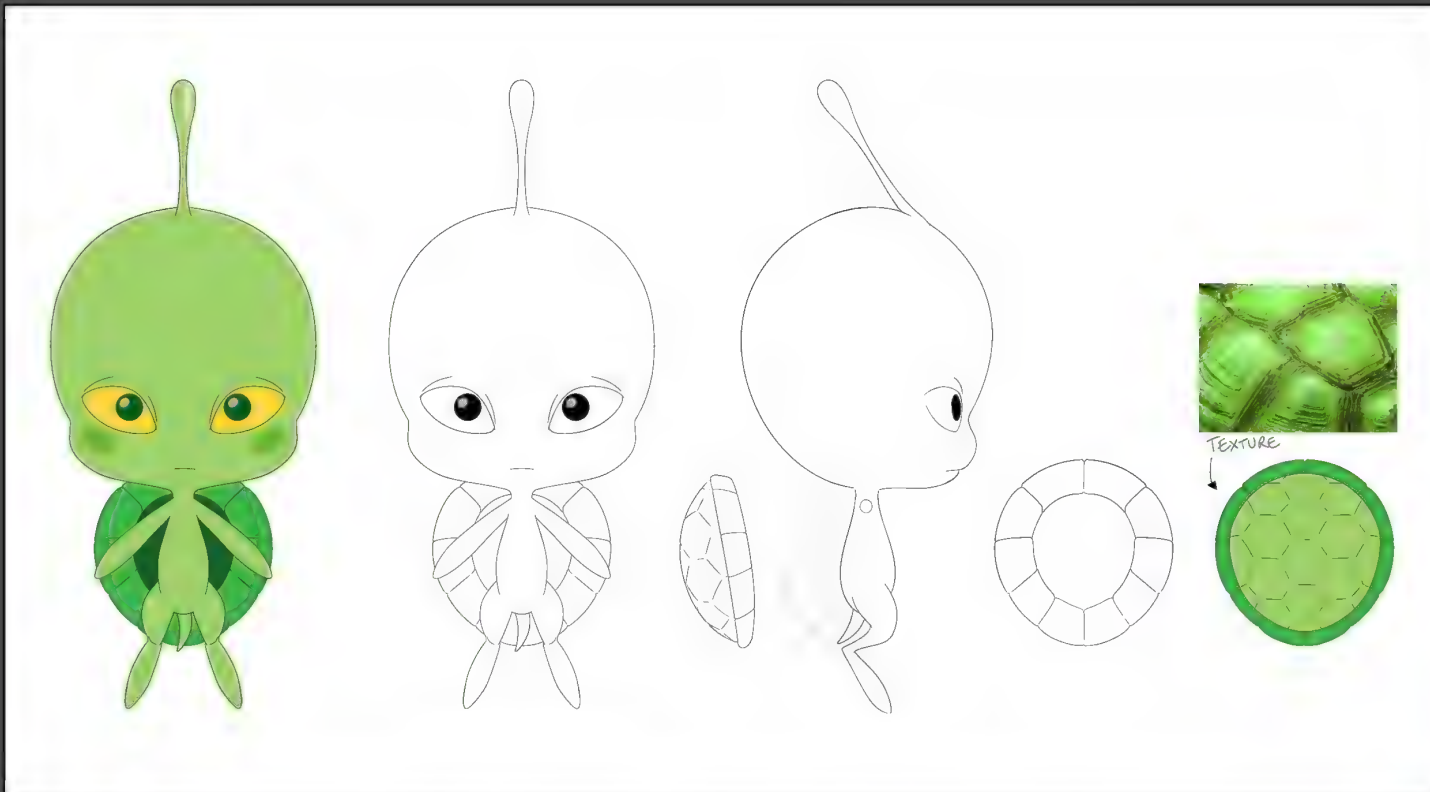
RELATION SIZE



3D model



LB1_100_CH091_REFLEKTA



RELATION SIZE

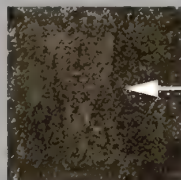


3D model



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LB1_100_CH093_WAYZZ



— please use this HD texture stone

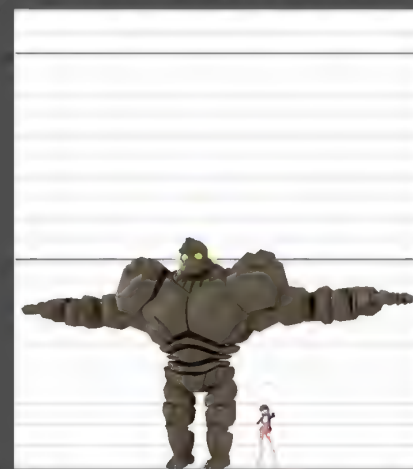


The stone shader has to keep the same aspect when Stone heart character is bigger or smaller, please refer at this exemple to make the shader

Ref board Texture **STONE HEART**

11/03/2015

RELATION SIZE

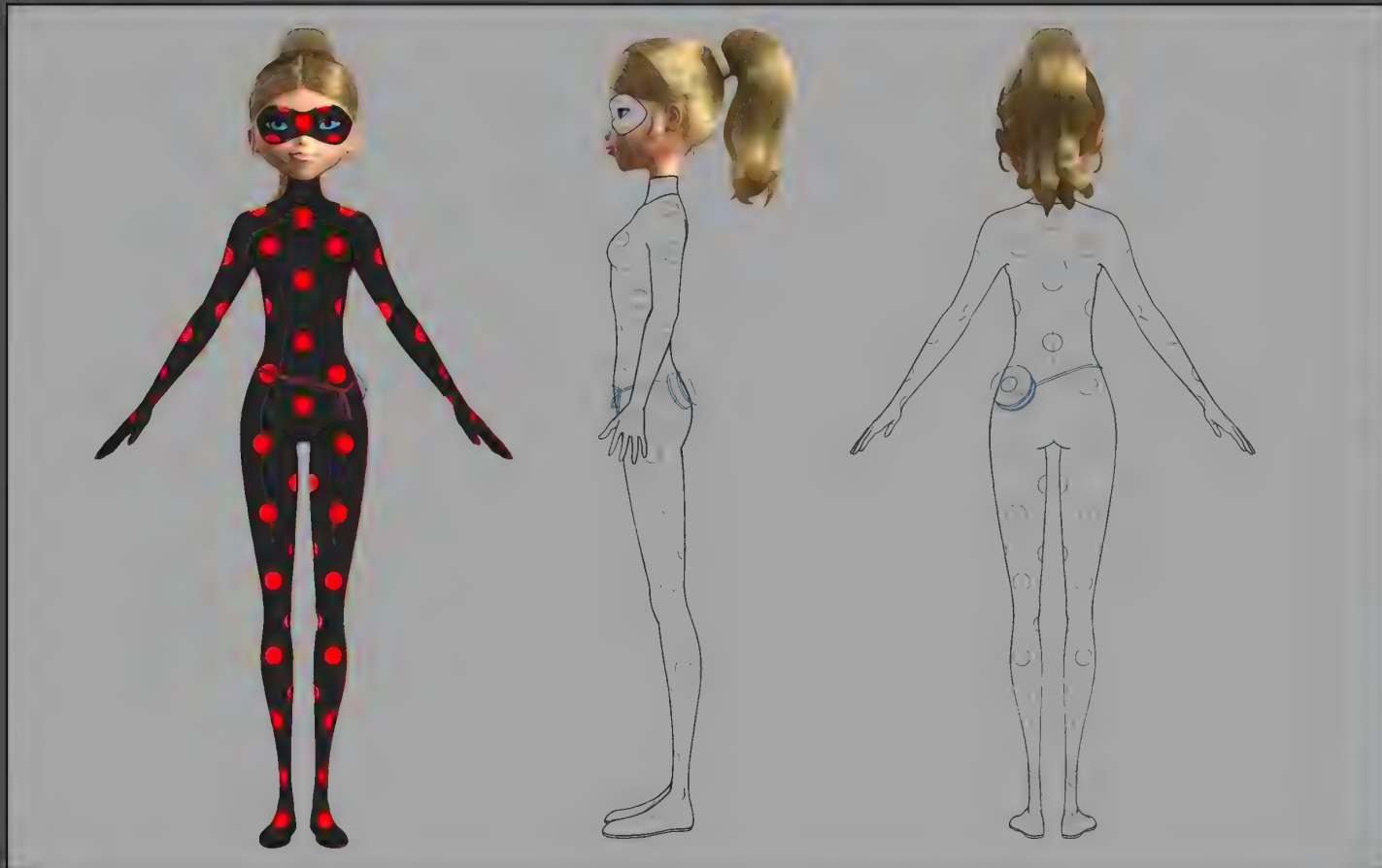


3D model



Miraculous
Tales of Ladybug & Cat Noir

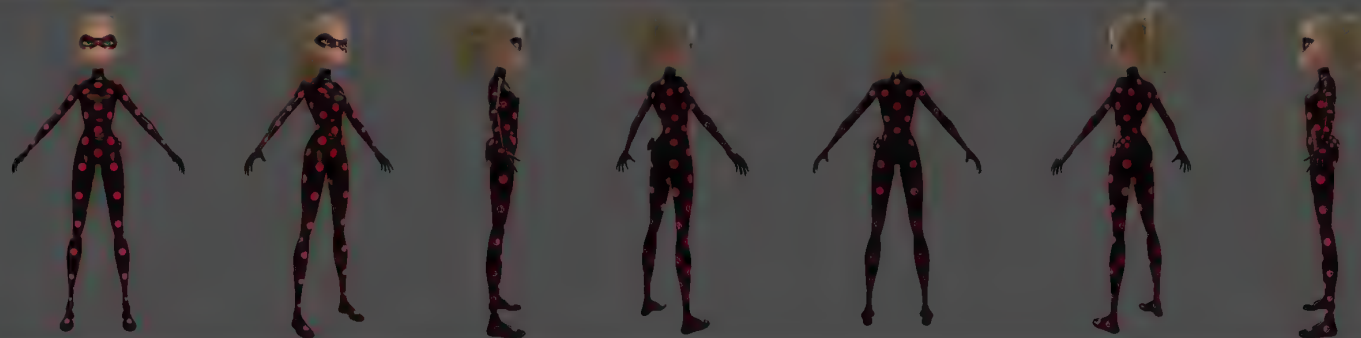
LB1_100_CH094_STONEHEART



RELATION SIZE



3D model



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LB1_100_CH095_ANTIBUG



RELATION SIZE

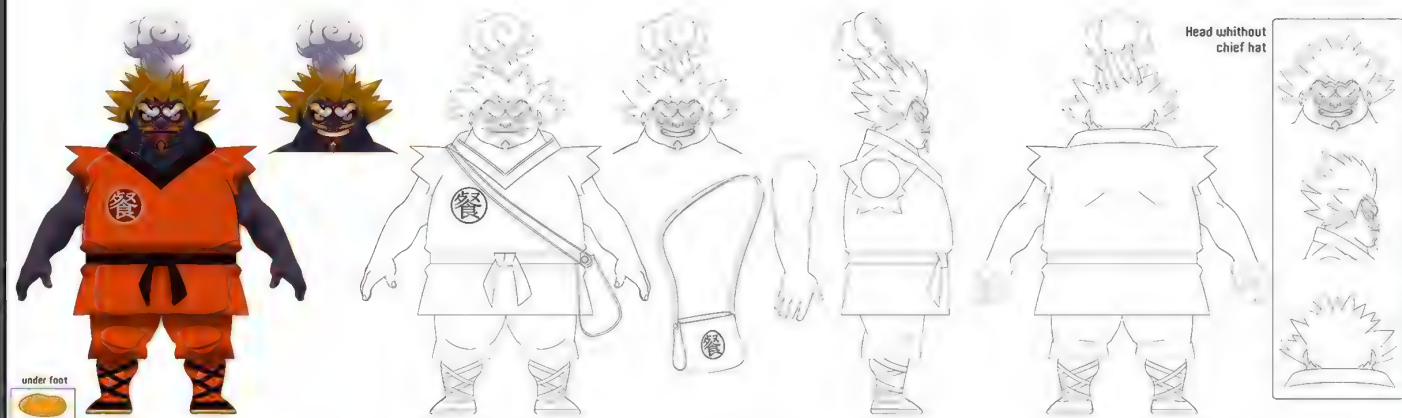


3D model



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LB1_100_CH096_WANG_CHENG_SIFU



RELATION SIZE



3D model



TAL
miraculous
Tales of Ladybug & Cat Noir

LB1_100_CH097_KUNG_FOOD



Season 2



ZAG

- Hat
- Hair
- T-Shirt
- Skin
- Handkerchief
- Apron
- Trousers
- Shoes

FLAT COLORS



Beret is pelted wool



Scarf is cotton



Sailor tee is cotton



Apron is blue cotton

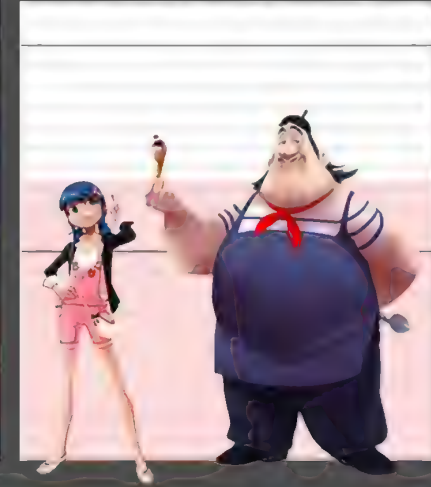


Shoes are textured matt leather
sole is brown light wood



Trousers are blue jeans' texture

RELATION SIZE



3D model



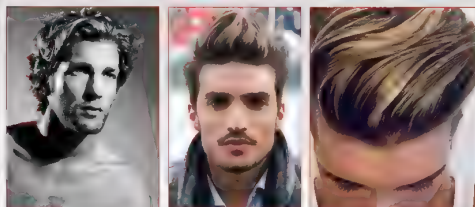
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Tales of Ladybug & Cat Noir

LB2_200_CH001_ANDRE

Adrien - FOR SIZE REFERENCE ONLY



IMPORTANT: FARID IS NOT BLOND - HE'S GOT BROWN CURLY HAIR WITH BLOND HIGHLIGHTS ON TOP



Brown curly hair with blond highlights Reference

Blue jeans, black t-shirt (no stripes) and white shirt are the same as Adrien's



Shirt Logo



Reference



Shoes reference



RELATION SIZE



3D model



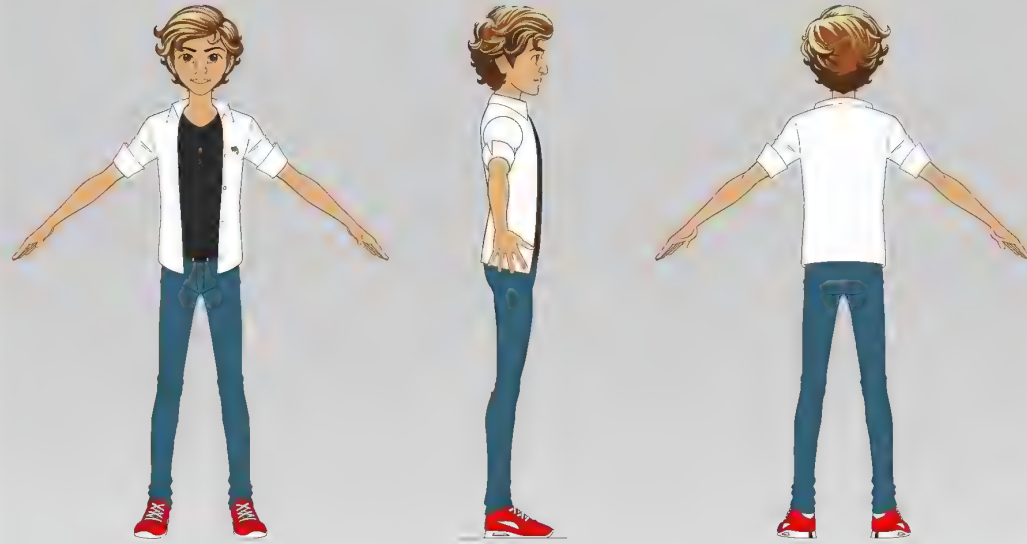
Miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH002_WAYEM

Adrien - FOR SIZE REFERENCE ONLY



IMPORTANT : WAYEM IS NOT BLOND - HE'S GOT BROWN CURLY HAIR WITH BLOND HIGHLIGHTS ON TOP



Brown curly hair with blond highlights Reference

Blue jeans, black t-shirt (no stripes) and white shirt are the same as Adrien's



Shoes reference



Shirt Logo



Reference




FARID



Extreme Anger 



Extreme Happy 



Impassive 



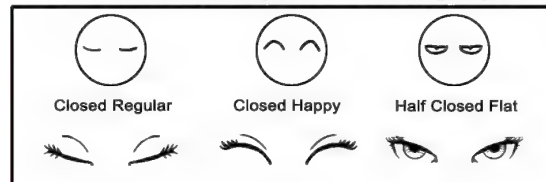
Surprise 



Sad 



We need 3 ways of closing eyes



We need shrinking pupils



2017/07/18

LB2_CH04_WAYEM
_EXPRESSIONS



SLEEPSUIT IS MADE OF FLEECE



We don't do this Haircut anymore



We do this Haircut



BACK BUTTONS ARE SILICONE



RELATION SIZE

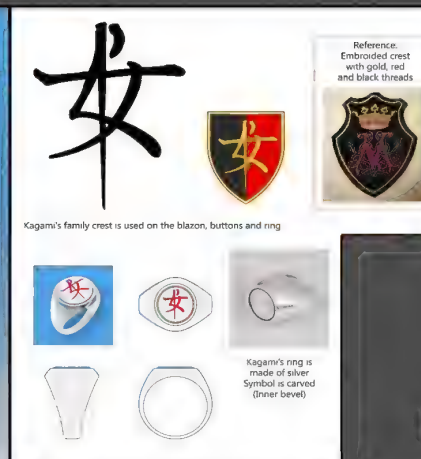


3D model

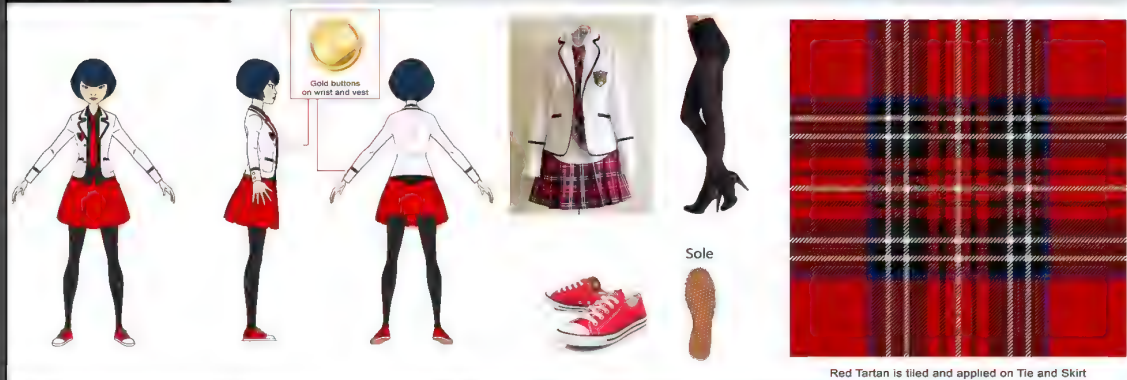


Miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH003_BABY_AUGUST



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH004_KAGAMI



KAGAMI



Extreme Anger 



Extreme Happy 




Impassive 



Surprise 

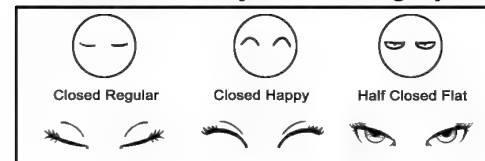


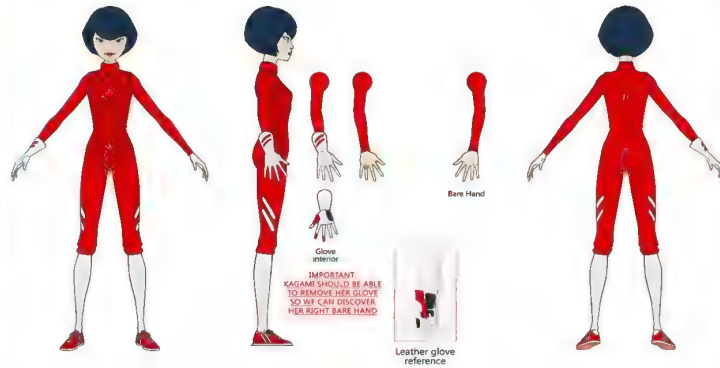
Sad 

We need shrinking pupils



We need 3 ways of closing eyes





Whole suit is made of denim
(jeans fabric)

Socks are cotton

Shoes are leather
Sole's elastomere



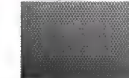
KAGAMI FENCING MODE (with Helmet)

LB2_207_PR004_KAGAMI_SWORD

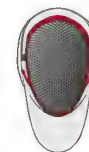
Sword's made of chrome, Handle's leather



Metal grid for visor



Denim fabric for helmet structure



Fencing helmet taken from LB Season 1
LB_PR403_Set_Protection_Fencing_Detail_Helmet_Characteristics

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH005_KAGAMI_FENCING_SUIT



RELATION SIZE

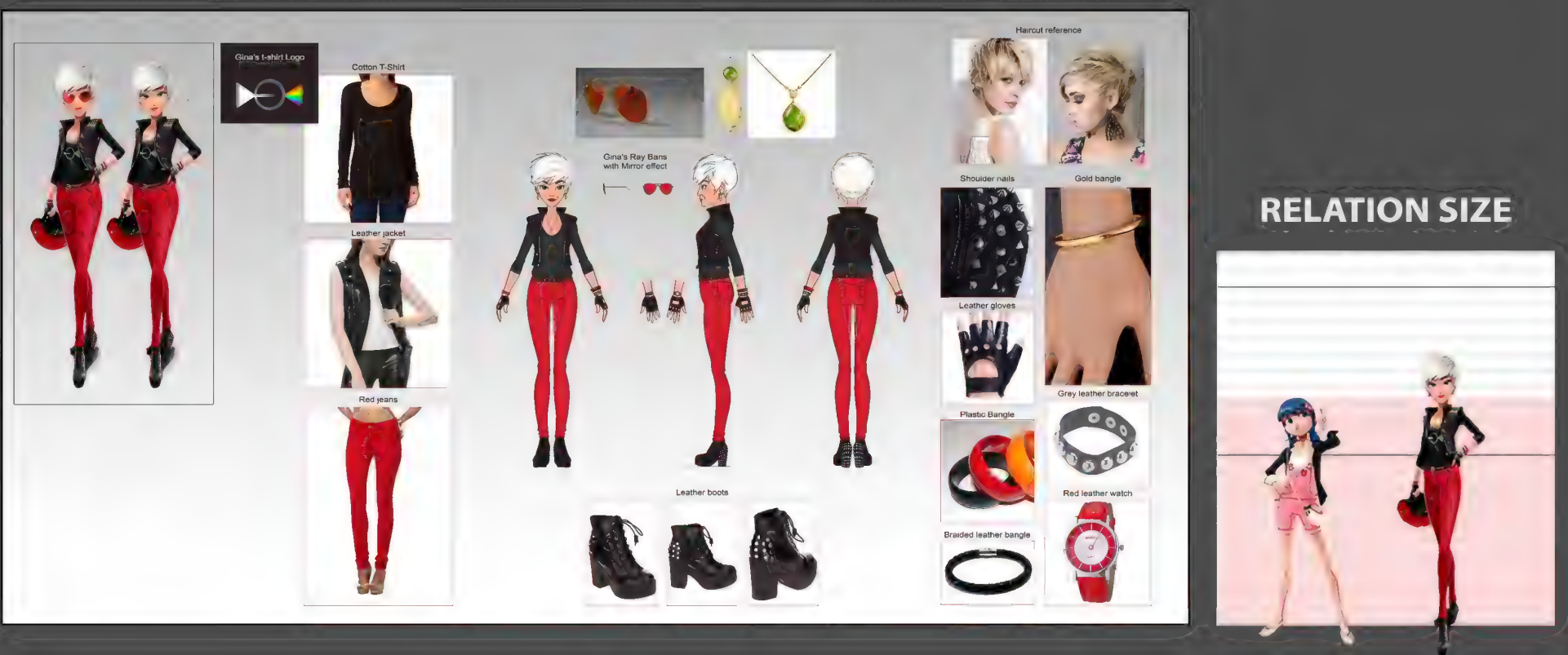


3D model



LB2_200_CH006_MARINETTE_FENCING_SUIT





3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH007_MAMIE_GINA



MAMIE GINA



Extreme Anger 



Extreme Happy 



Impassive 

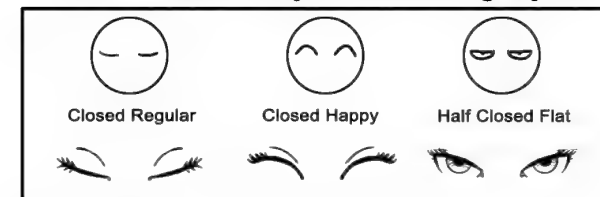


Surprise 

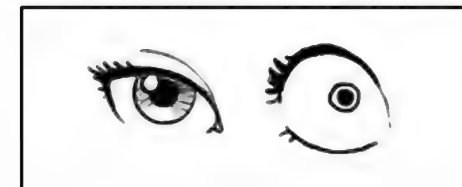


Sad 

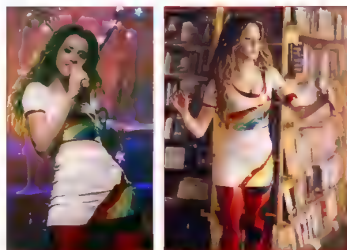
We need 3 ways of closing eyes



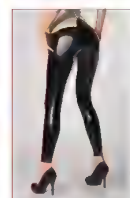
We need shrinking pupils



Please watch Laura Marano's "Miraculous" Music video on
https://www.youtube.com/watch?v=GwY8W_I8RQ



Cotton Top & Skirt
 Shiny Leggings and Tenktop



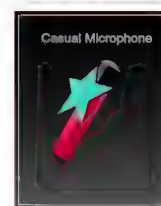
Glitter cardboard
 for Star



Top & Skirt texture



Leather boots



Casual Microphone



RELATION SIZE



3D model



miraculous
 Tales of Ladybug & Cat Noir

LB2_200_CH008_LAURA_ROSSIGNOL



LAURA_ROSSIGNOL



Extreme Anger



Extreme Happy



Impassive



Surprise



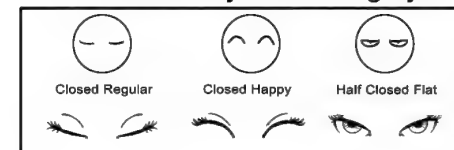
Sad



We need shrinking pupils



We need 3 ways of closing eyes



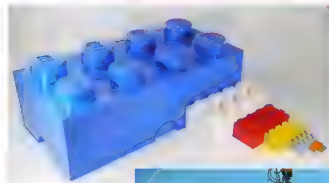
miraculous
Tales of Ladybug & Cat Noir

2017/07/31

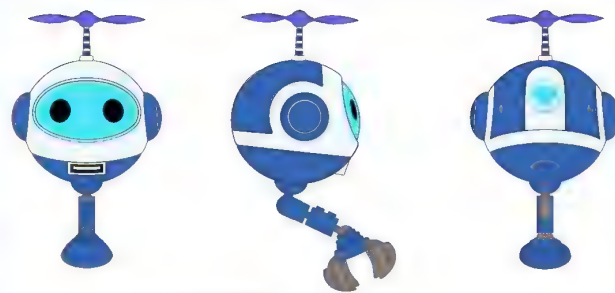
LB2_200_CH008_LAURA_ROSSIGNOL
_EXPRESSIONS



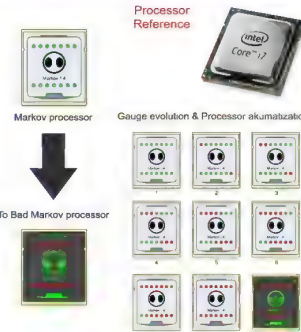
HARD PLASTIC BODY (BLUE PARTS AND WHITE PARTS)



METAL GRAPPLING CLAW (GREY PARTS)



FLAT COLORS



Processor Reference

Markov processor

To Bad Markov processor

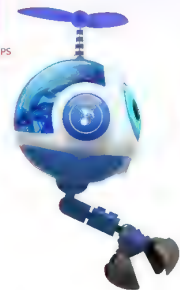
Gauge evolution & Processor akumatization



CRT SCREEN LIKE ON SCREEN CLOSE UPS



USB SLOT



PLASTIC PROPELLER



INTERN MACHINERIE REF



TRANSLUCID PLASTIC SHELL

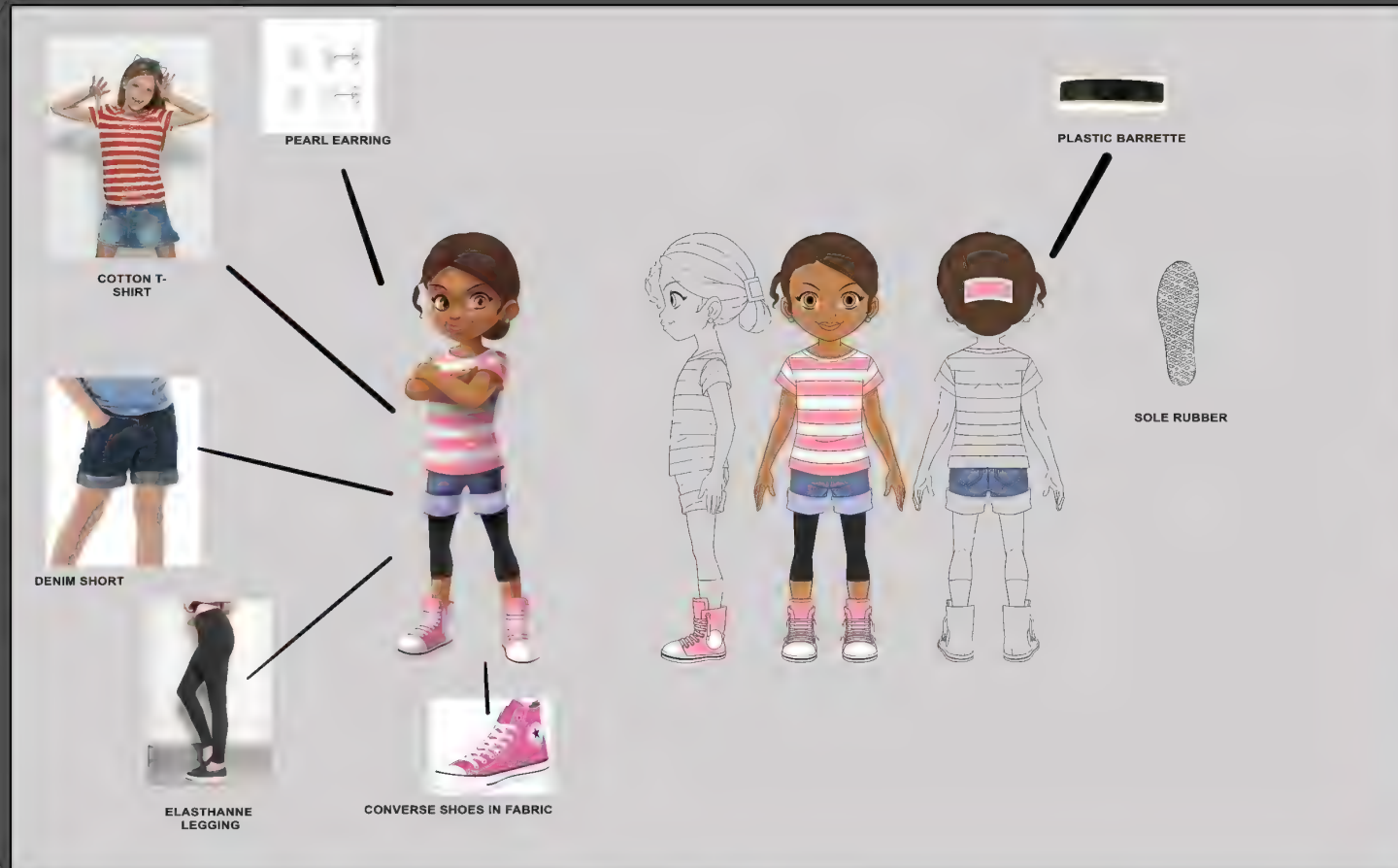
RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir



ETTA / ELLA



Extreme Anger 



Extreme Happy 



Impassive 

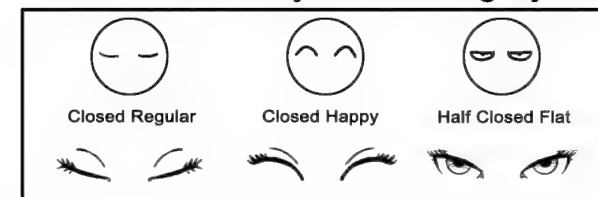


Surprise 

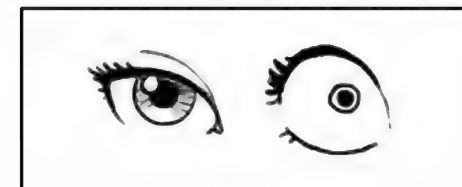


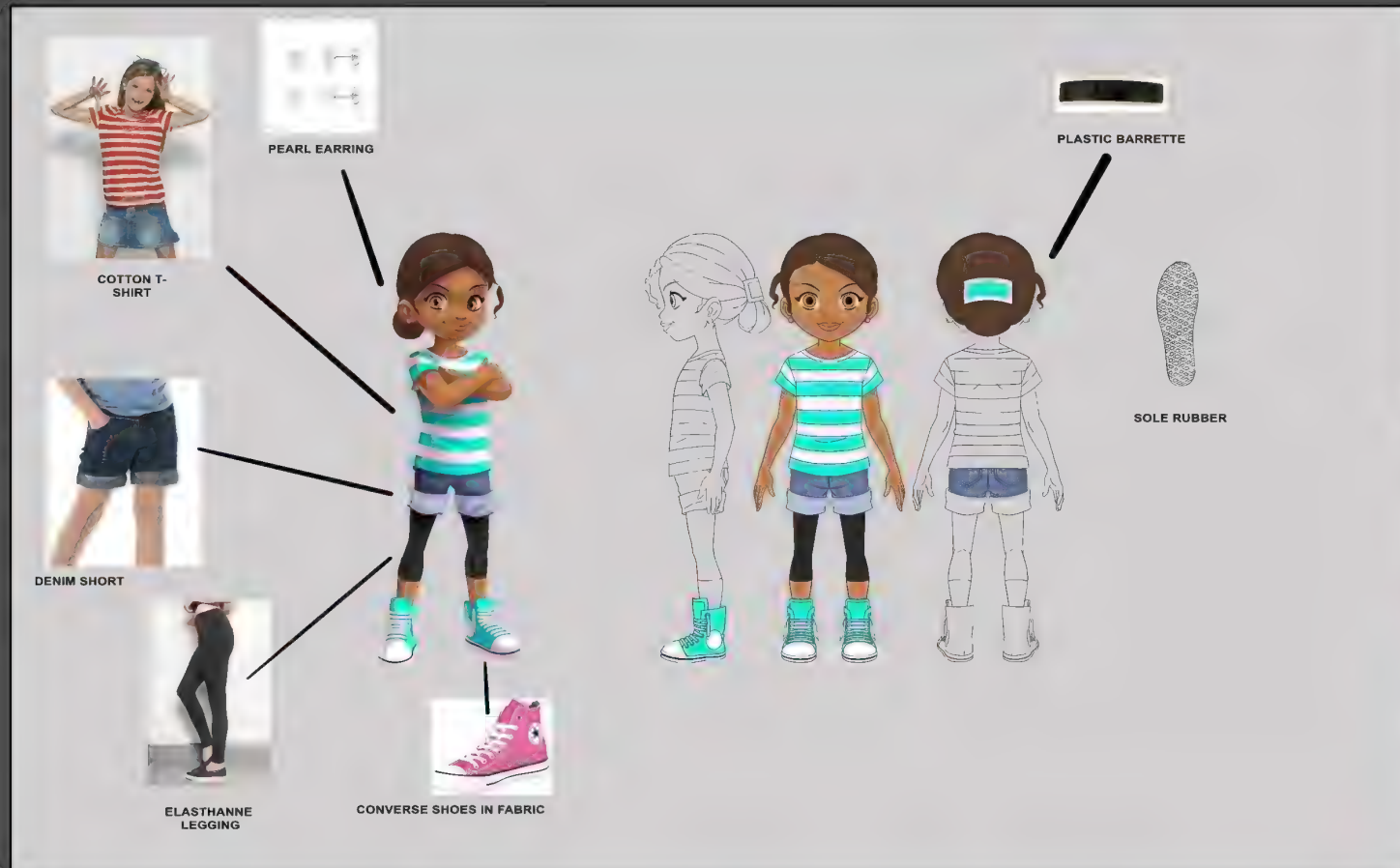
Sad 

We need 3 ways of closing eyes



We need shrinking pupils





RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH011_ELLA



ETTA / ELLA



Extreme Anger 



Extreme Happy 



Impassive 

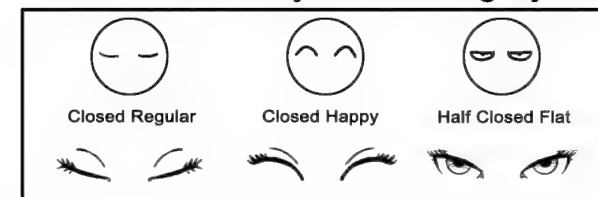


Surprise 

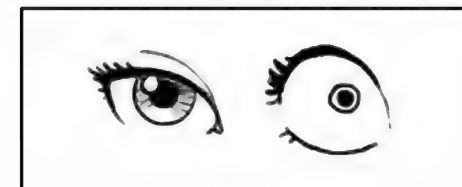


Sad 

We need 3 ways of closing eyes

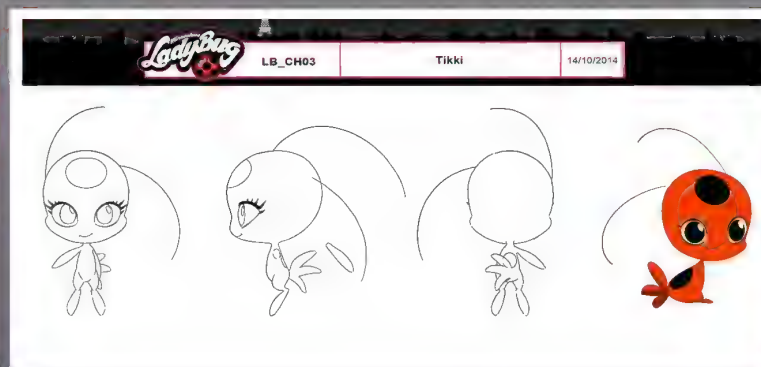


We need shrinking pupils

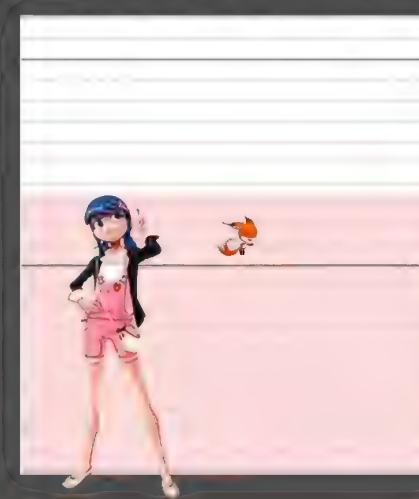




This is the equivalent of Tikki and is based on the same model and texture.



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH012_TR1XX



RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH013_RENA_ROUGE



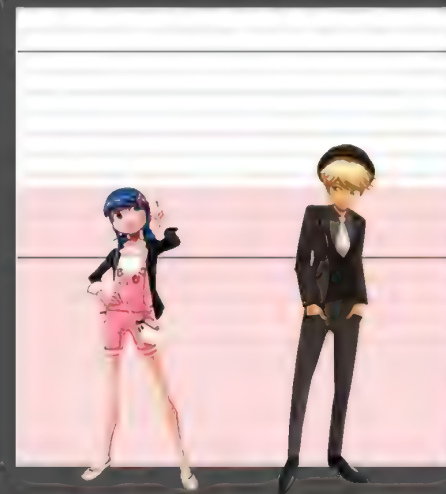
LB1_100_CH005_ADRIEN



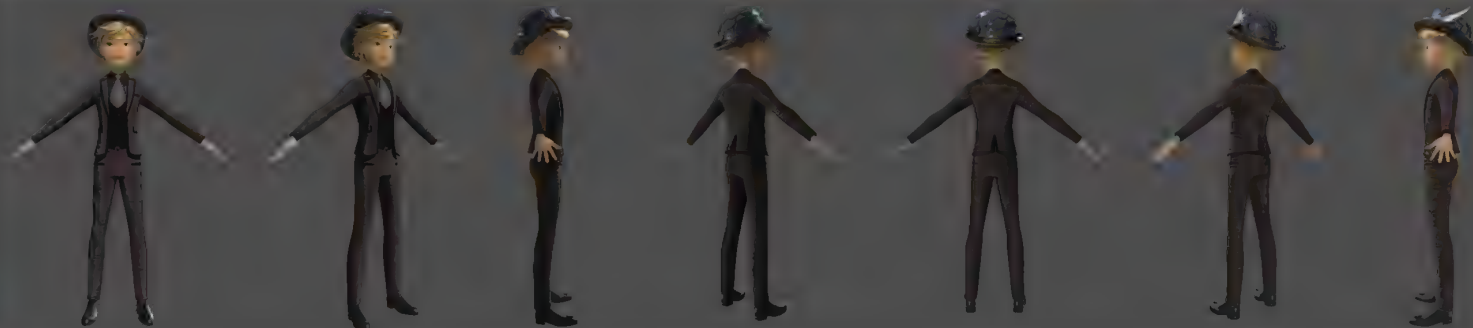
LB2_200_CH014_ADRIEN_MODEL_PODIUM



RELATION SIZE



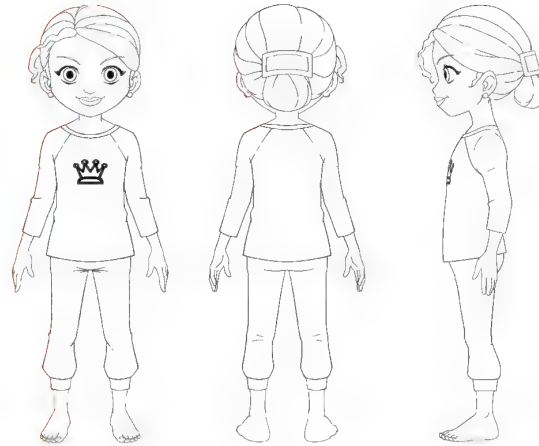
3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH014_ADRIEN_MODEL_PODIUM

Cotton pyjama



RELATION SIZE



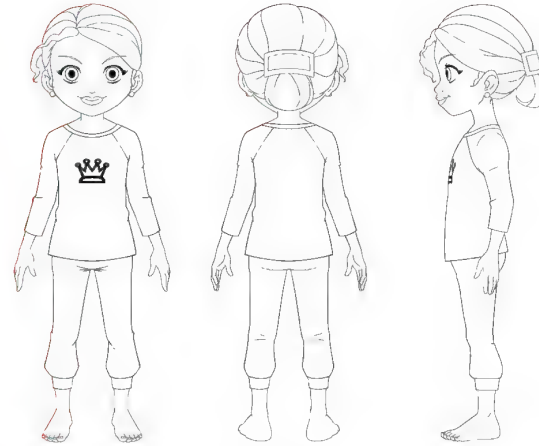
3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH015_ETTA_PYJAMA

Cotton pyjama



RELATION SIZE

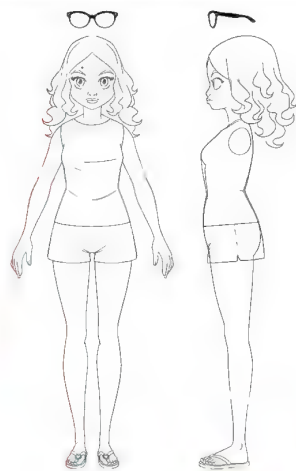


3D model

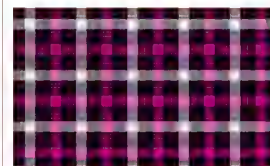


miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH016_ELLA_PYJAMA



Majestie Logo
Sweatshirt texture



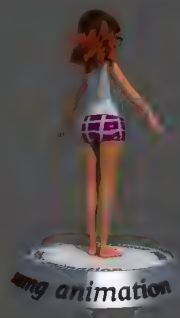
Same pattern as shirt



RELATION SIZE



3D model





RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

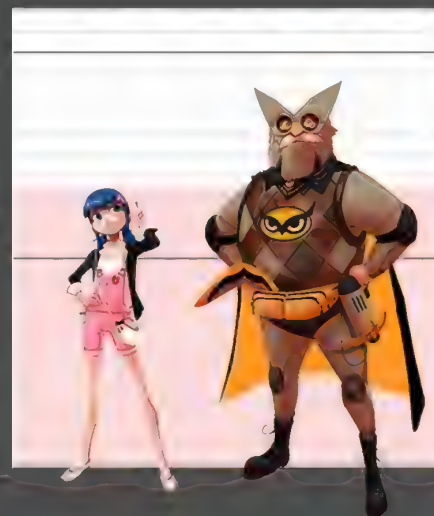
LB2_200_CH018_MARINETTE_PYJAMA_SLIPPERS

LB2_200_CH019_THE OWL

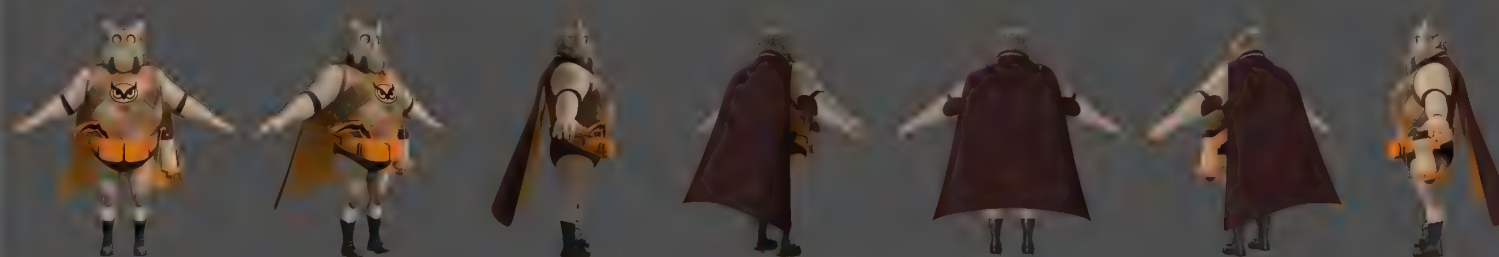
CIA/ INCARNATION IS KITSCH AND THEATRICAL



RELATION SIZE



3D model



Miraculous
Tales of Indubug & Cat Noir

LB2_200_CH019_THE_OWL

DARK OWL

THE OWL CHARACTER IS BASED ON
MR DAMOCLES CHARACTER
Mr Damocles is for Size Reference only
Not to be modelled

LB1_100_CH020_MR_DAMOCLES



FIRST INCARNATION
COSPLAY COSTUME

LB2_200_CH019_THE_OWL



Once akumatized,
Damocles becomes very muscular

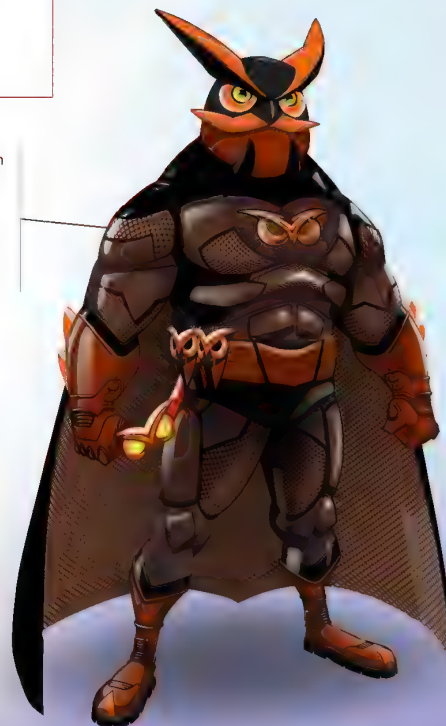


Tileable pattern
for the suit



SECOND INCARNATION
AKUMATIZED COSTUME

LB2_213_CH001_THE_DARK_OWL



OWL GADGETS

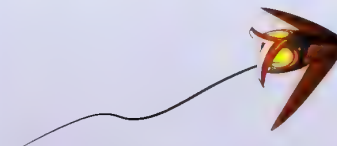


Boomerangs
(Hidden in his back)
Already deployed
when he pulls them

Belt Gadgets



Once activated, the eyes light up



Then it becomes a grenade, a grapler, etc...

miraculous
Tales of Ladybug & Cat Noir

2016/10/12

LB2_200_CH019_THE_OWL
LB2_213_CH001_THE_DARK_OWL

THE OWL CHARACTER IS BASED ON MR DAMOCLES CHARACTER
Mr Damocles is for Size Reference only Not to be modelled

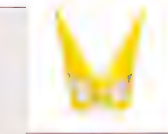
LB1_100_CH020_MR_DAMOCLES



LB2_200_CH019_THE_OWL



OWL INCARNATION IS KITSCH AND THEATRICAL



Cardboard mask and chest symbol



Ribbed long-johns



Leather boots



Polyester bum bag



Medical elbow-pad



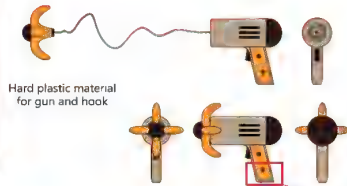
Wool pull-over



Velvet and Satin cape
Panties and kneepads
are also velvet



Hard plastic boomerang



Hard plastic material
for gun and hook



Top



Side

Grappling cord unwinds
like coming out from the middle
of a cord ball



Thanks to create the screw for the scene 93



Shade/Map



minaculus
Studio of Stopmotion & Claymation

2016/11/10
LB2_200_CH019_THE_OWL
COLOR & TEXTURE



THE OWL



Extreme Anger 



Extreme Happy 



Impassive 

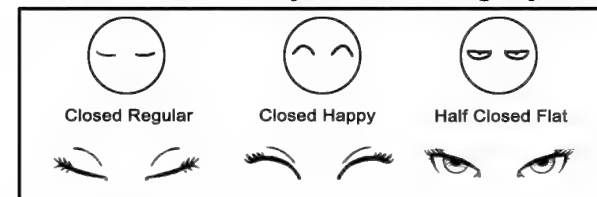


Surprise 

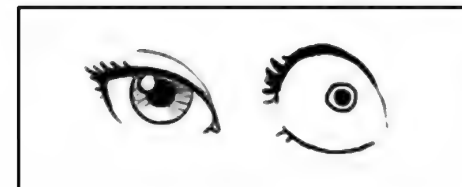


Sad 

We need 3 ways of closing eyes



We need shrinking pupils

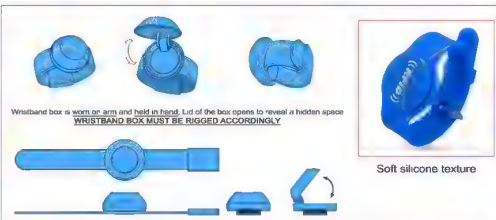


2017/07/25
LB2_CH019_THE_OWL_
EXPRESSIONS

Swim goggles are a re-use from
LB2_210_CH002_MARINETTE_PYJAMA_TOWEL_GOGGLES model
Change the pink color for a dark grey color



Dark grey soft silicone for main body of goggles
Transparent "blue-ish" see-through glass



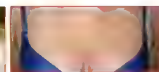
Soft silicone texture



Freckles run all over the body, more visible on the upper part of the body, lighter on legs and feet



Reference for face



Reference for chest



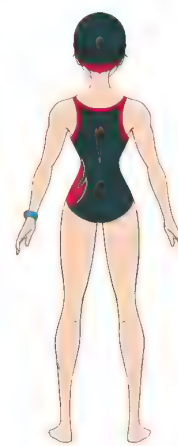
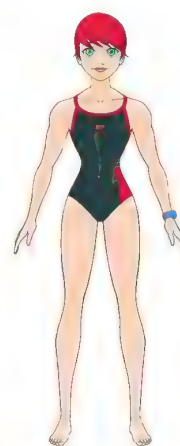
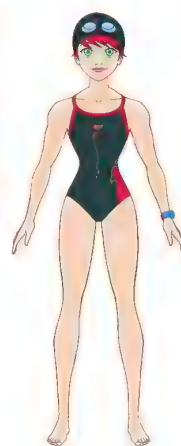
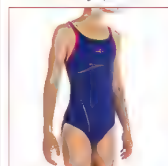
Reference for shoulder



Reference for back



Synthetic stretch texture
for swimming cap and suit



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH020_ONDINE

Miraculous
Tales of Ladybug & Cat Noir

2017/05/11
LB2_200_CH020_ONDINE
_COLOR & TEXTURE

Swim goggles are a re-use from
LB2_210_CH002_MARINETTE_PYJAMA_TOWEL_GOGGLES_SLIPPERS model
Change the pink color for a dark grey color



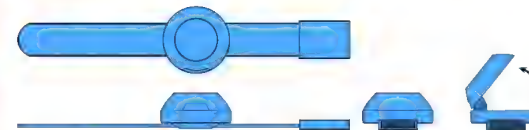
Dark grey soft silicone for main body of goggles
Transparent "blue-ish" see-through glass



www.Digiworld.CC



Wristband box is worn on arm and held in hand; Lid of the box opens to reveal a hidden space
WRISTBAND BOX MUST BE RIGGED ACCORDINGLY



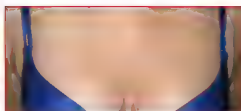
Soft silicone texture



Freckles run all over the body, more visible on the upper part of the body, lighter on legs and feet



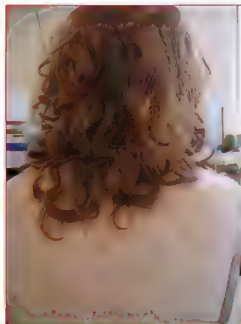
Reference for face



Reference for chest



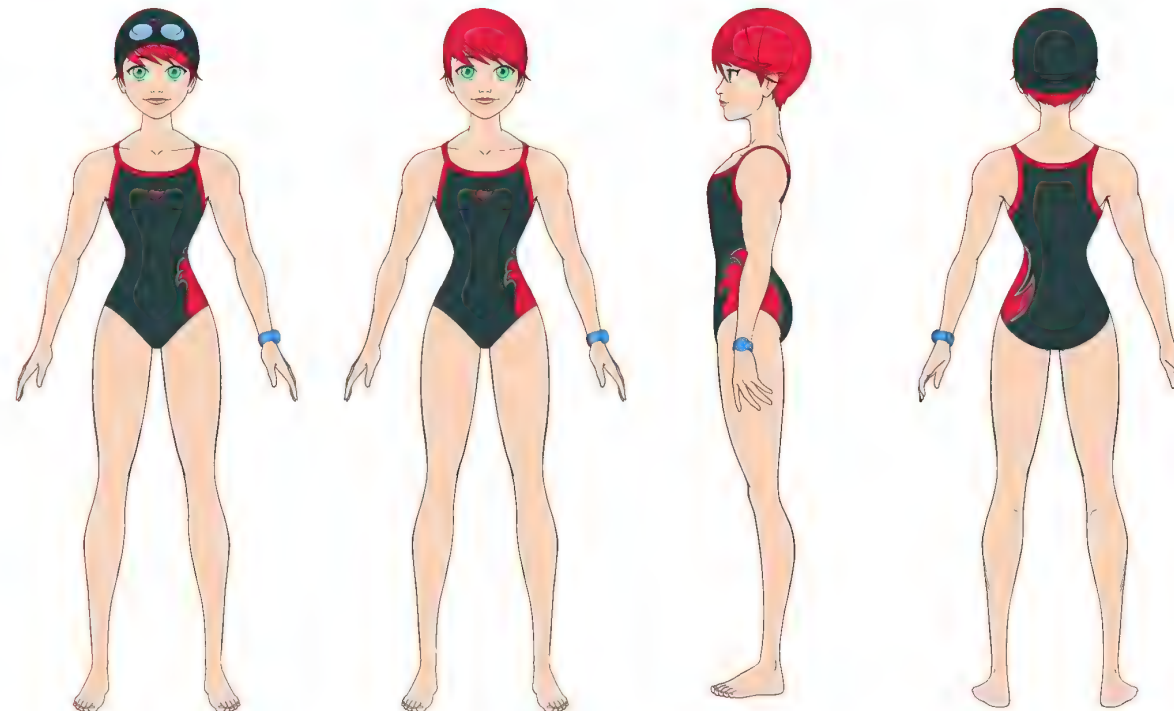
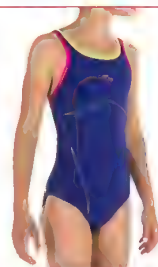
Reference for shoulder



Reference for back



Synthetic stretch texture
for swimming cap and suit





2017/05/16

LB2_200_CH020_ONDINE

LB2_214_CH001_SYREN

CONCEPT_ART

LB2_200_CH020_ONDINE

Mariette's Model's for Size Reference only
Not to be modelled



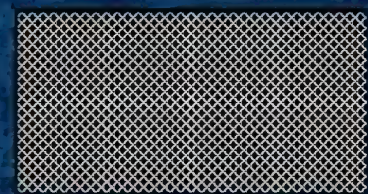
AKUMATIZED

LB2_214_CH001_SYREN

Swim mode

Poses mode

Mermaid swims as a normal one-finned mermaid, but her legs are independent so she can move them separately during action scenes and have a variety of poses. She always swims like she has only one fin.



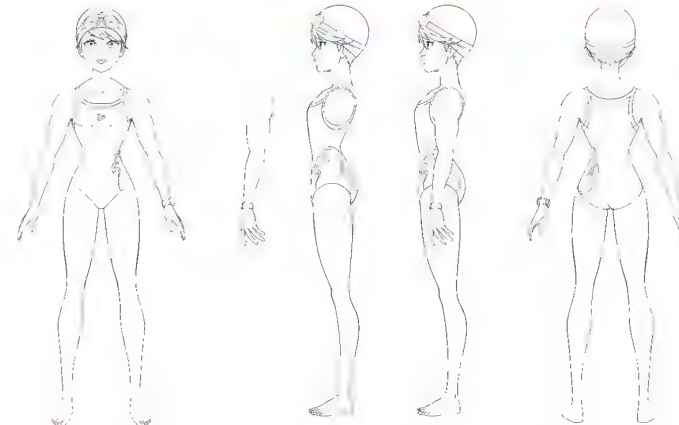
Scales pattern



Haircut Reference



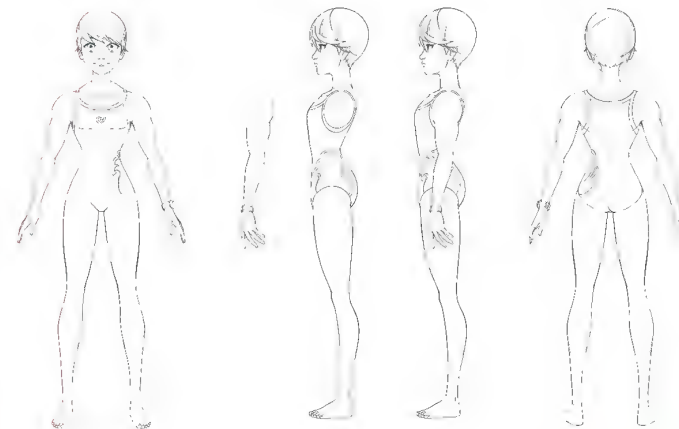
Ondine WITH swimming cap & wristband box



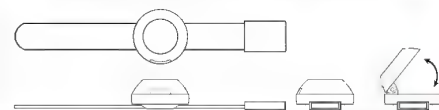
Marinette's model is for size reference only Not to be modelled



Ondine WITHOUT swimming cap & wristband box



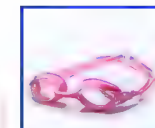
Wristband box is worn on arm and held in hand. Lid of the box opens to reveal a hidden space
WRISTBAND BOX MUST BE RIGGED ACCORDINGLY



Swim goggles are a re-use from
LB2_210_CH002_MARINETTE_PYJAMA_TOWEL_GOGGLES_SLIPPERS model
Change the pink color for a dark grey color

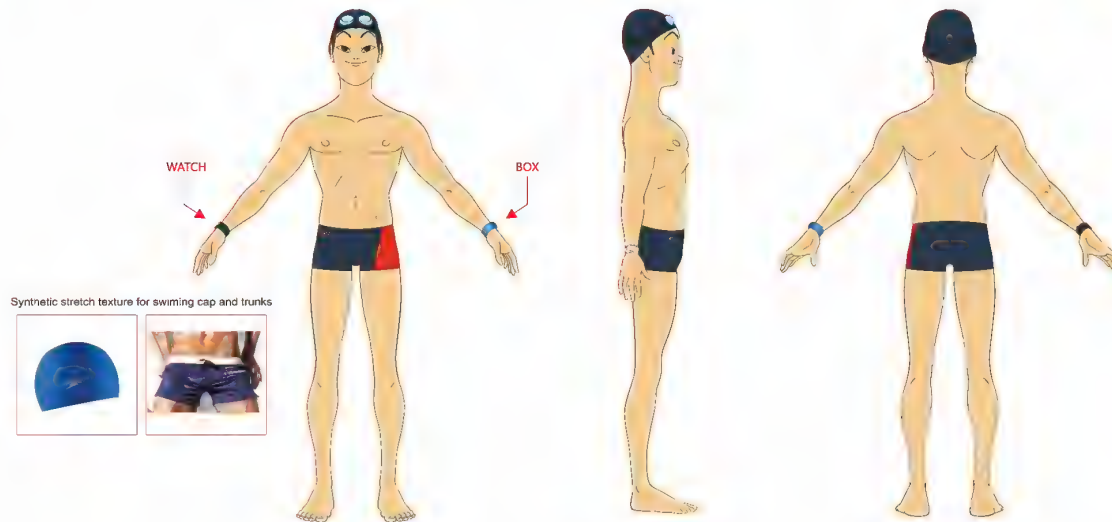
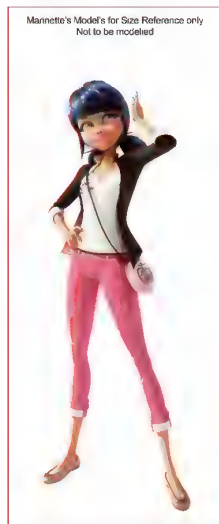


GOGGLES ARE REMOVABLE. RIGGING MUST BE MADE ACCORDINGLY



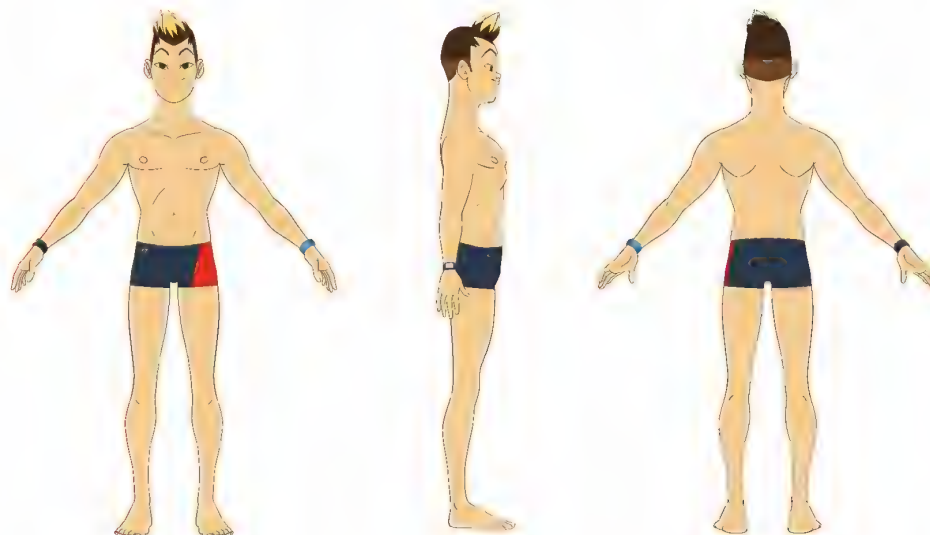
www.Digiworld.CC





IMPORTANT
Action reveals Kim removing his swimming cap

When modelling the character,
**RIGGING OF THE CAP AND HAIR
MUST BE MADE ACCORDINGLY**





2018/10/29

LB2_200_CH021_KIM_SWIM
CONCEPT_ART

Marinette's Model's for Size Reference only
Not to be modelled



With swimming cap

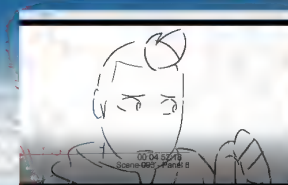
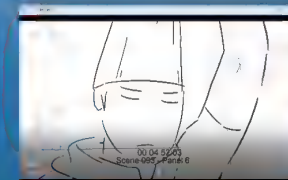
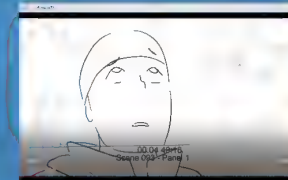
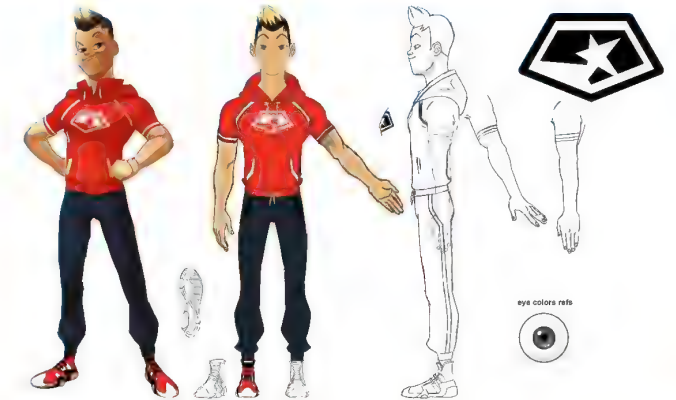


Without swimming cap



LB2_200_CH021_KIM_SWIM

is the «Swimming pool» version of LB1_100_CH013_KIM



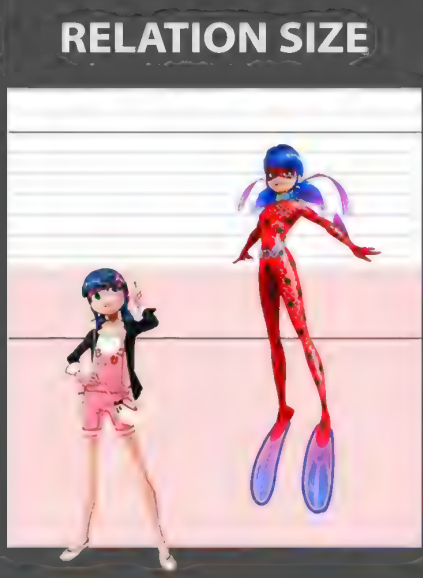
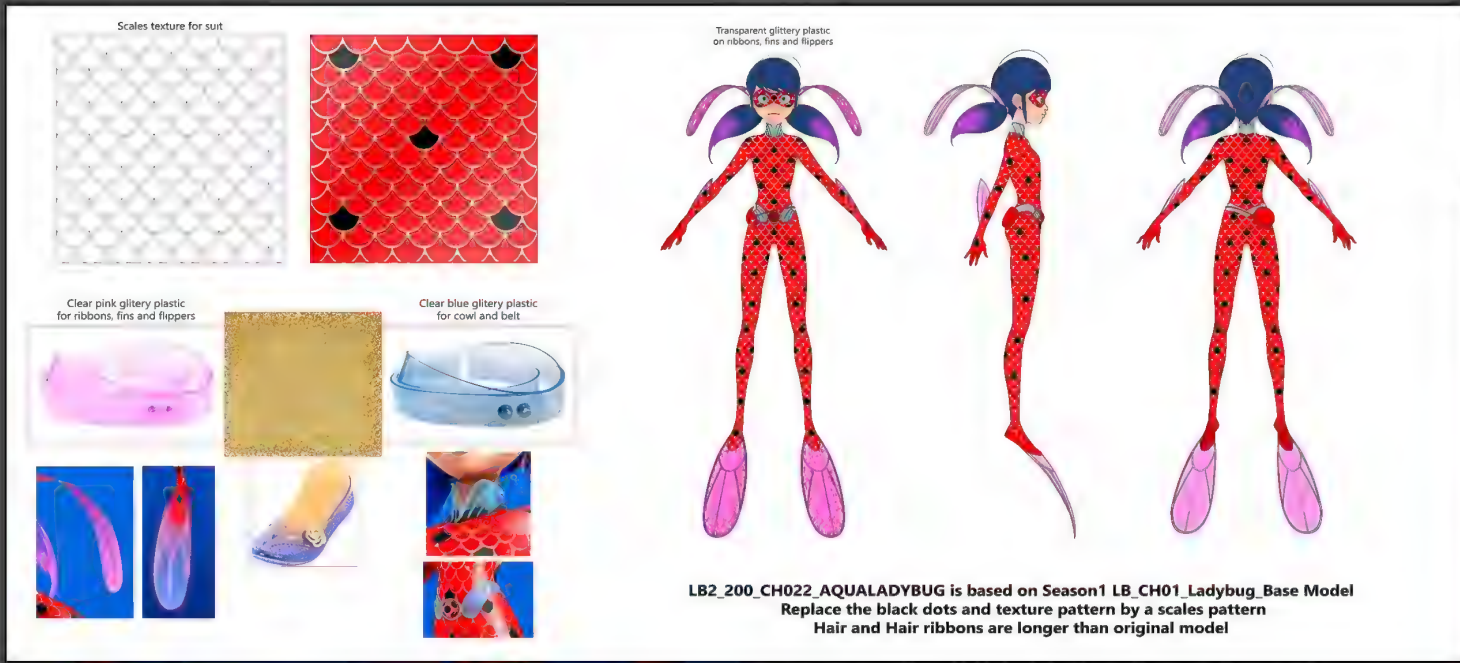
IMPORTANT
Action reveals Kim removing his swimming cap

When modelling the character,
RIGGING OF THE CAP
MUST BE MADE ACCORDINGLY

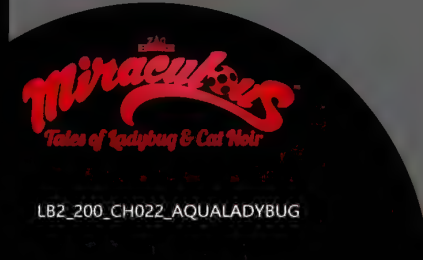


Miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH021_KIM_SWIM_SUIT



3D model



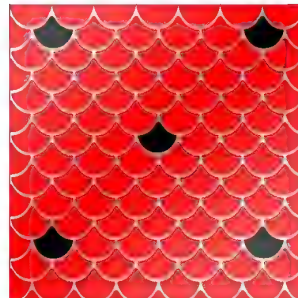
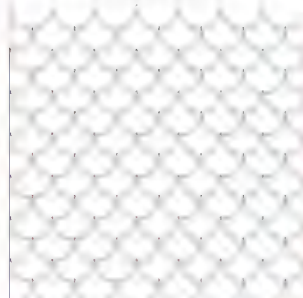
Miraculous
 Tales of Ladybug & Cat Noir

2017/05/22
 LB2_200_CH022_AQUALADYBUG
 _COLOR&TEXTURE

Aquasail Ladybug



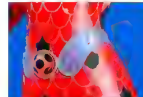
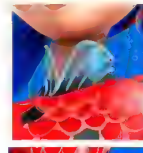
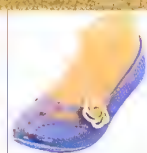
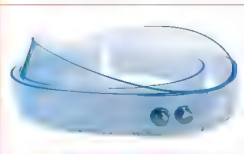
Scales texture for suit



Clear pink glittery plastic
 for ribbons, fins and flippers



Clear blue glittery plastic
 for cowl and belt



Transparent glittery plastic
 on ribbons, fins and flippers

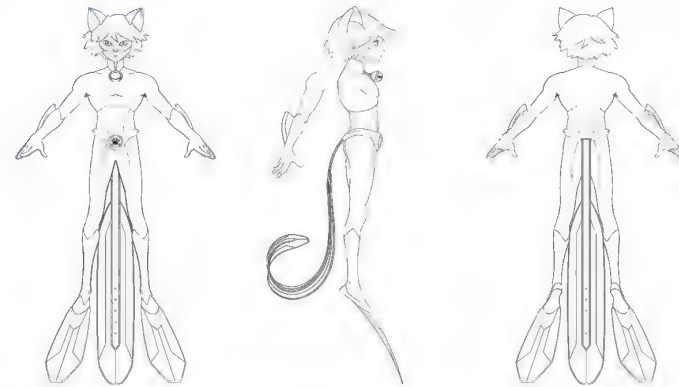


LB2_200_CH022_AQUALADYBUG is based on Season1 LB1_100_CH001_LADYBUG
 Replace the black dots and texture pattern by a scales pattern
 Hair and Hair ribbons are longer than original model



Ring reference for belt rings

Transparent glittery plastic



RELATION SIZE

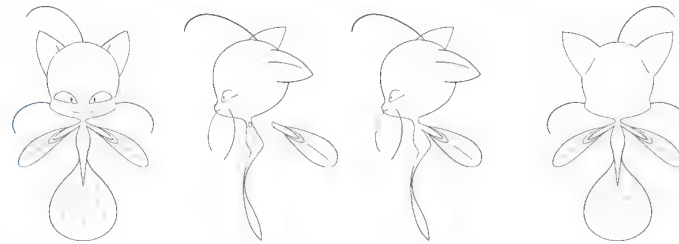


3D model

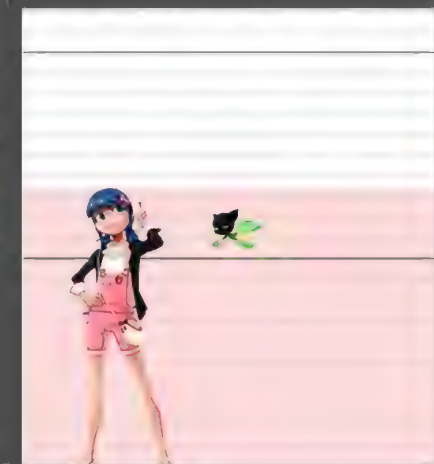


Miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH023_AQUACATNOIR



RELATION SIZE

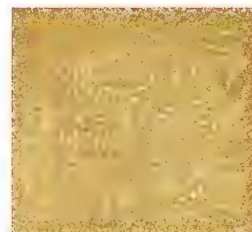
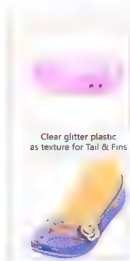
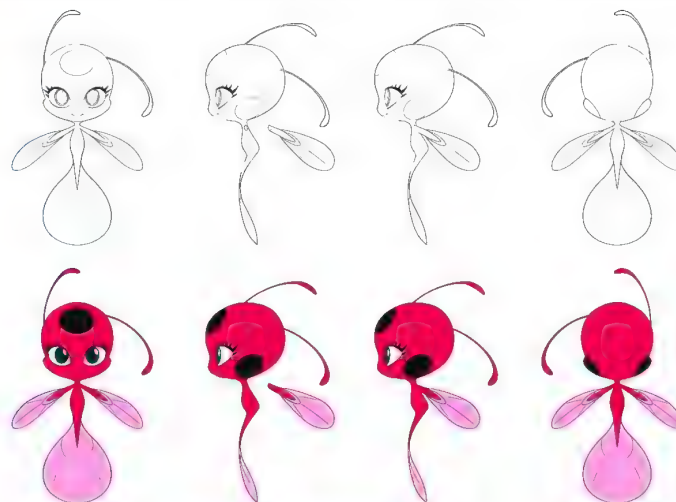
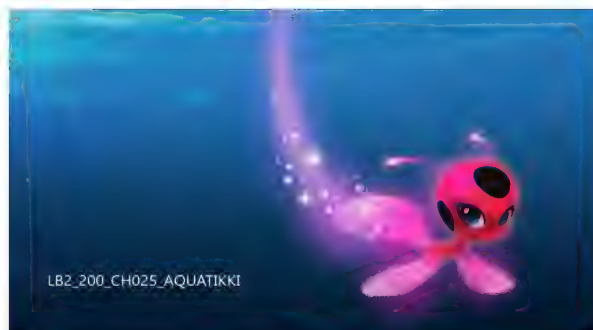


3D model

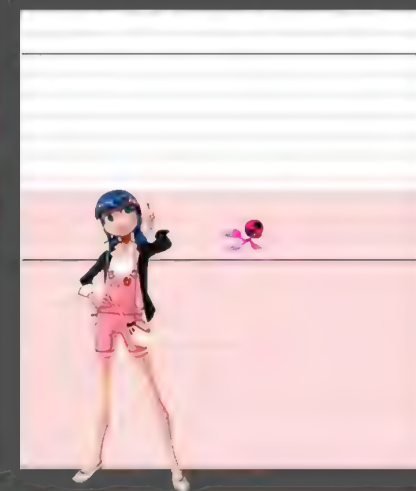


miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH024_AQUAPLAGG



RELATION SIZE

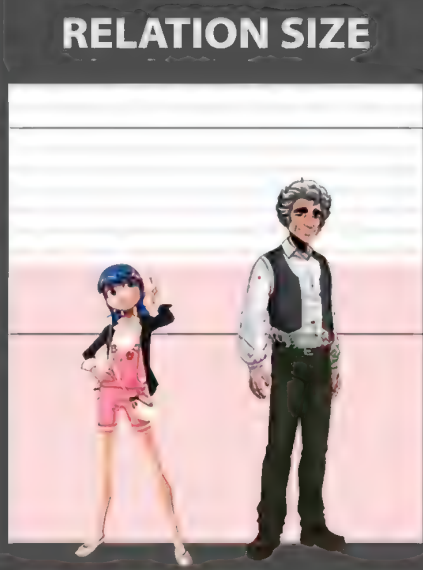
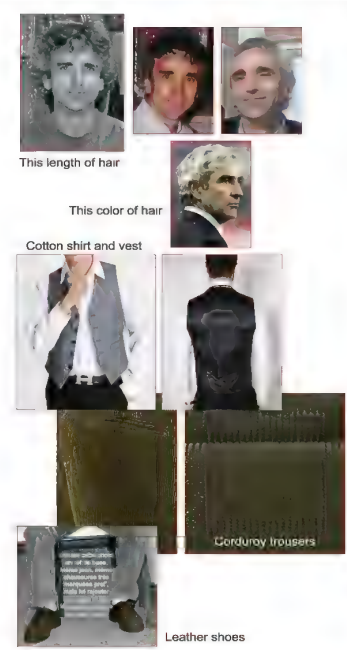


3D model



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Tales of Ladybug & Cat Noir

LB2_200_CH025_AQUATIKKI



3D model

NOT FOUND



miraculous
Tales of Ladybug & Cat Noir
2017/04/06
LB2_200_CH027_LUKA_COLOR & TEXTURE



RELATION SIZE



3D model

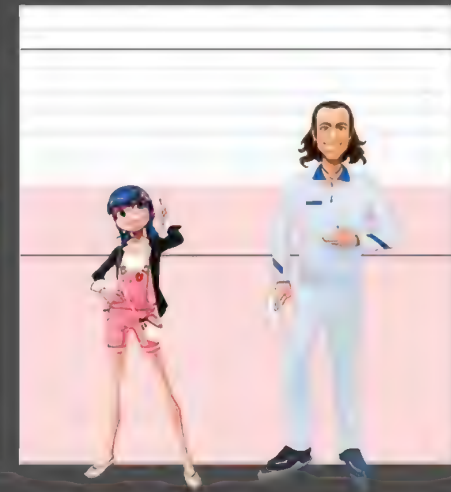


miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH027_LUKA



RELATION SIZE

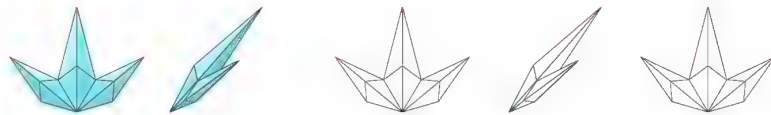


3D model

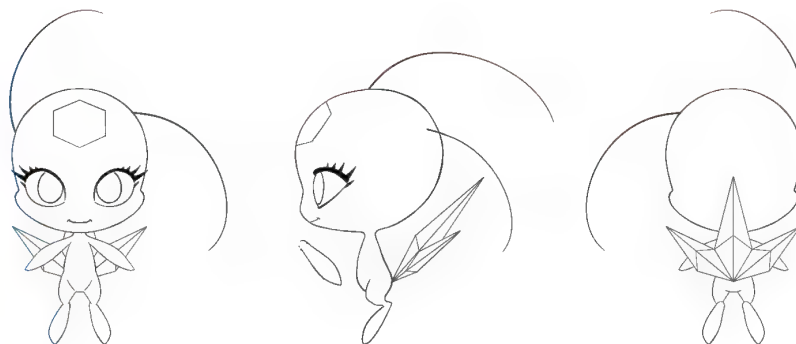


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Tales of Ladybug & Cat Noir

LB2_200_CH028_PHILIPPE



Ice-like cristal shape for Tail

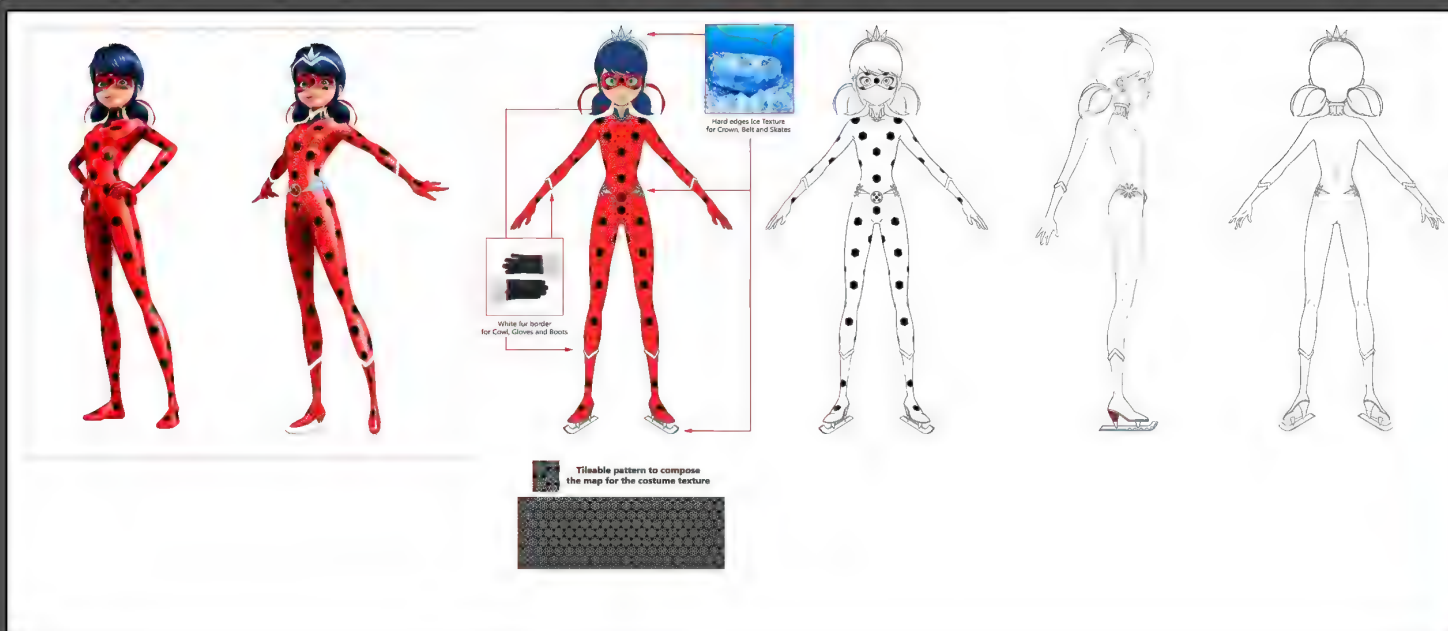


RELATION SIZE



3D model





RELATION SIZE

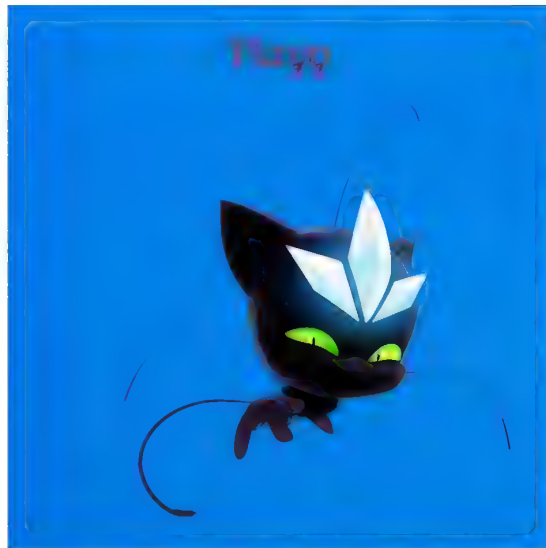
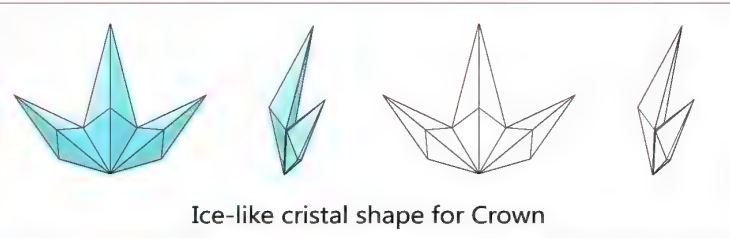


3D model



miraculous
Tales of Ladybug & Cat Noir

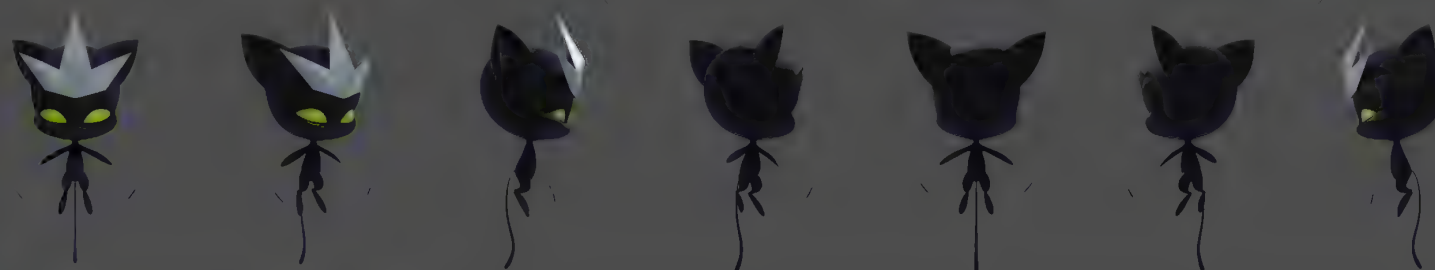
LB2_200_CH030_LADYICE



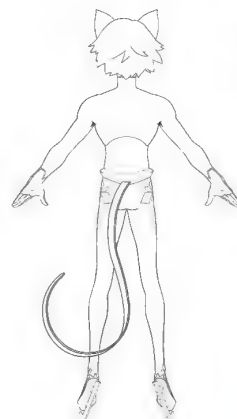
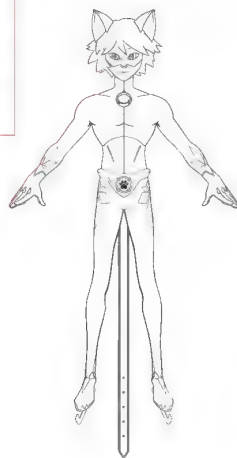
RELATION SIZE



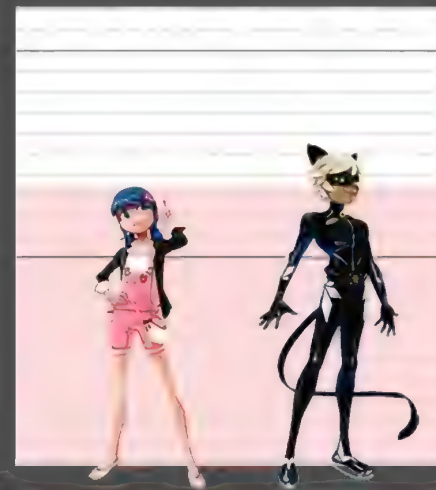
3D model



Ladybugs for Size Relation only
Not to be modelled



RELATION SIZE



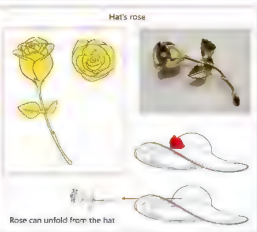
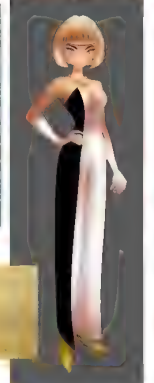
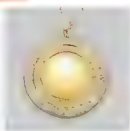
3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH032_ICECAT

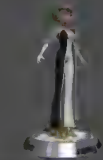
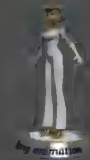
2017/03/29
LB2_200_CH033_AUDREY_BOURGEOIS_
COLOR & TEXTURE



RELATION SIZE

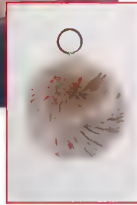
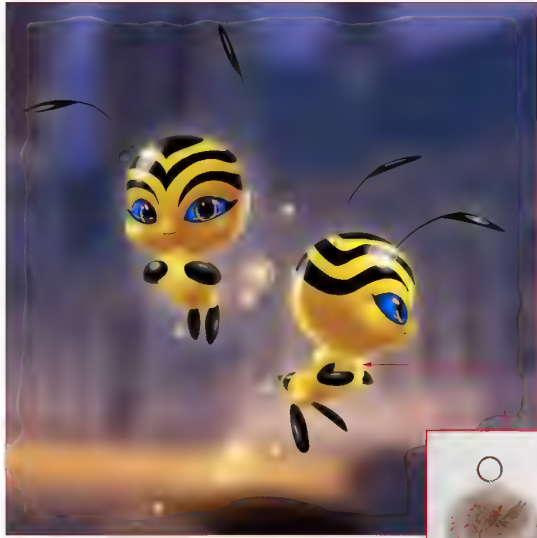


3D model



Miraculous
Tales of Ladybug & Cat Noir

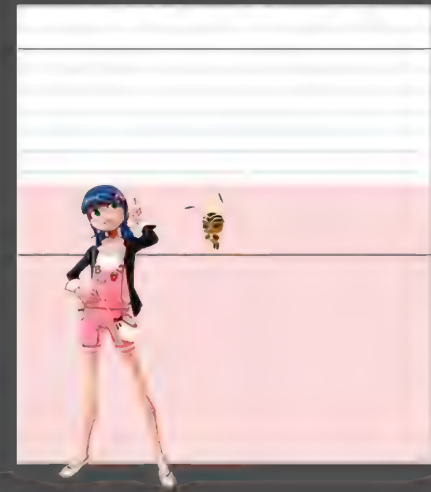
LB2_200_CH033_MME_AUDREY_BOURGEOIS



Torso is a furball



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH034_POLLEN



3D model



Ladybug model is for size reference only Not to be modelled



RELATION SIZE



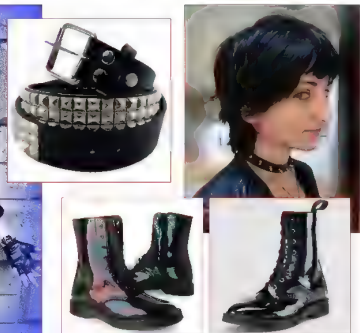
Tie-dye pattern for T-shirt (front & back)



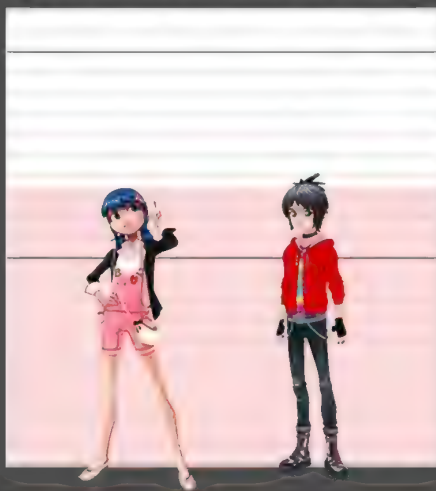
Vinyl gloves and Square-nails belt



Leather necklace and "Rock" haircut



"Oil Slick" texture for Doc Martens shoes



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH036_MARC

Alya's Model is for
Size Reference only
Not to be modelled



NORA



WITH BOXING HEADGEAR



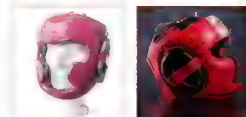
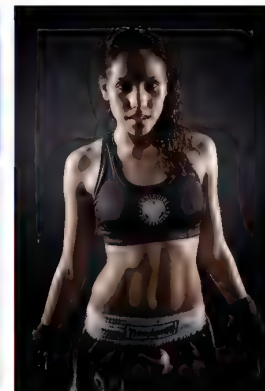
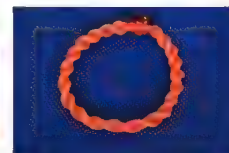
RELATION SIZE



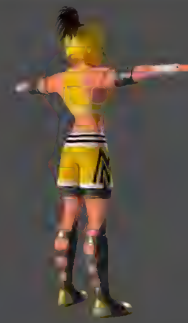
SPIDER LOGO



Headgear



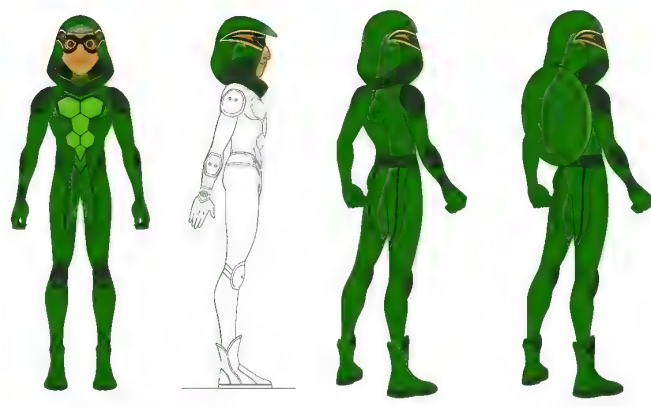
3D model



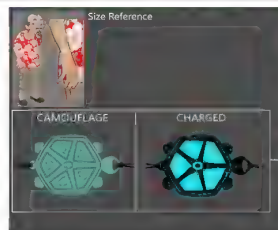
Miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH037_NORA

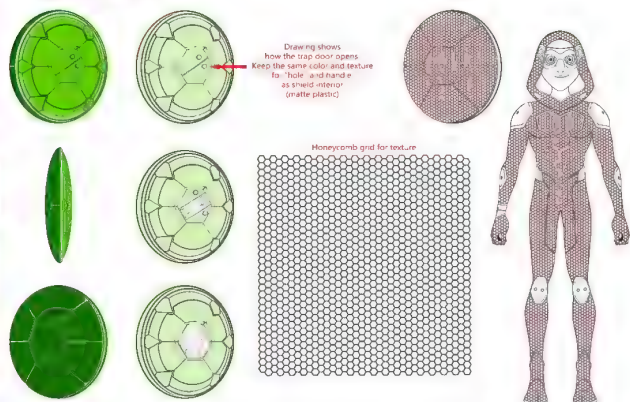
Cat Noir's model is
for size reference only
Not to be modeled



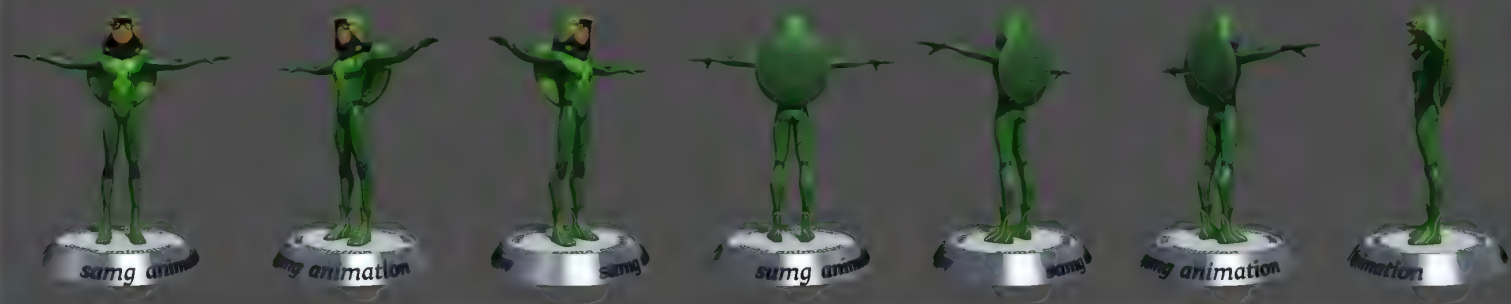
RELATION SIZE



CARAPACE'S SHIELD



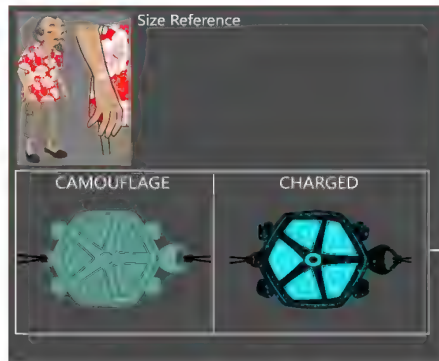
3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH038_CARAPACE

Cat Noir's model is
for size reference only
Not to be modelled



Matte plastic for glasses and shield interior



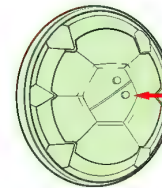
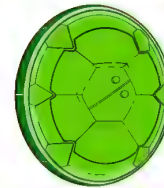
Thick leather for suit and shield exterior



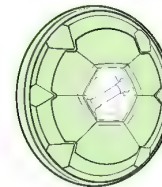
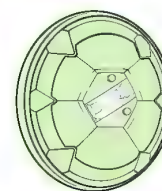
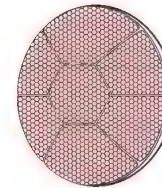
Ninja shoes



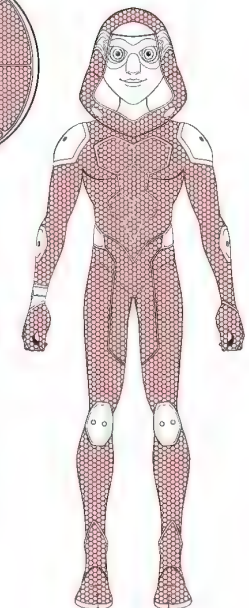
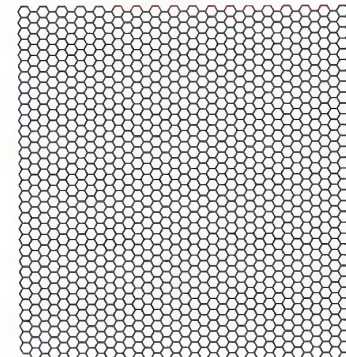
CARAPACE'S SHIELD

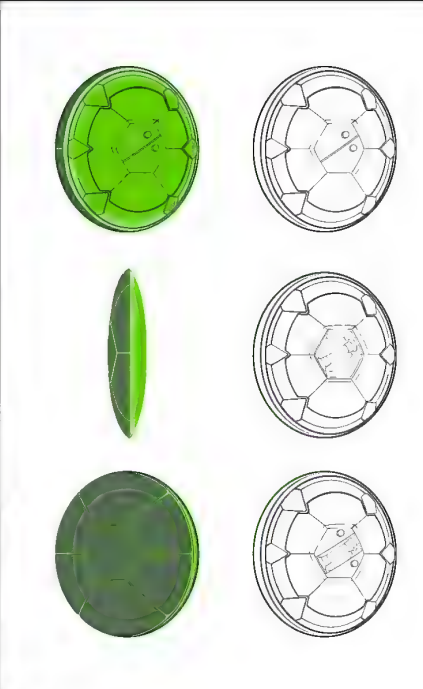


Drawing shows
how the trap door opens.
Keep the same color and texture
for "hole" and handle,
as shield interior
(matte plastic)

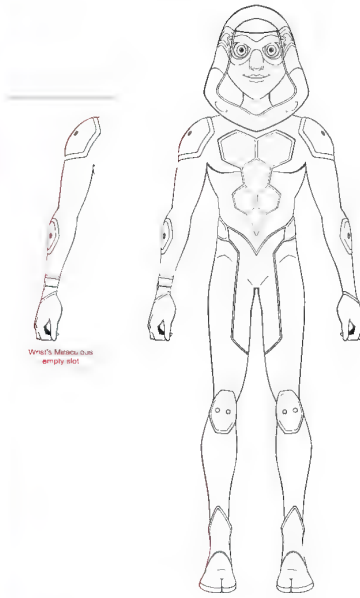
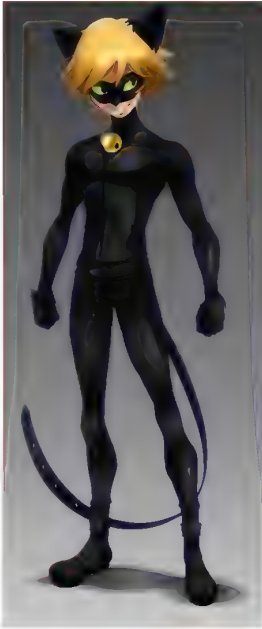


Honeycomb grid for texture





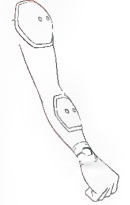
Cat Noir's model is
for size reference only
Not to be modelled



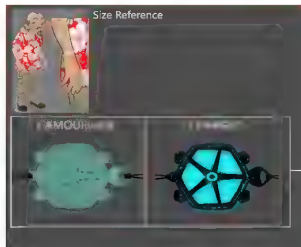
Wrist's Miraculous
empty slot



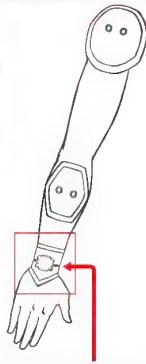
Wrist's Miraculous
empty slot



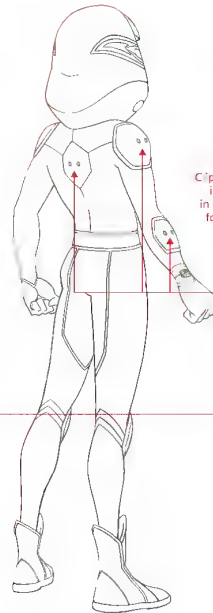
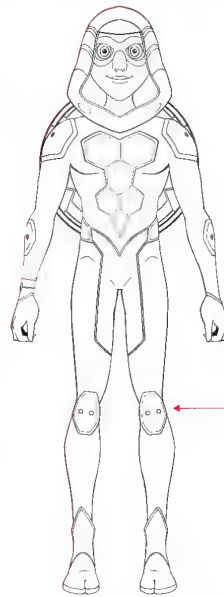
Wrist's Miraculous
empty slot



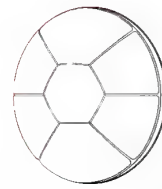
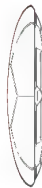
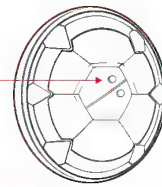
Size Reference



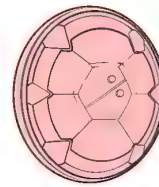
Carapace's Miraculous fits exactly in the dedicated place on the wrist



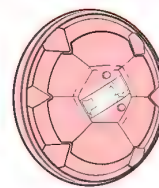
Clips are supposed to fit
into the little holes
in the back, shoulders,
forearms, and knees



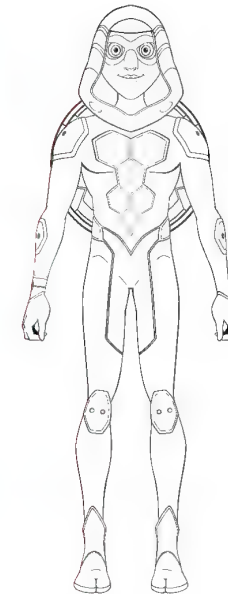
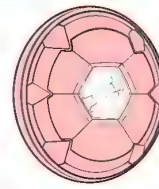
CARAPACE'S SHIELD



Sliding doors in the shield



To access handle



Carapace with Shield



Miraculous
Tales of Ladybug & Cat Noir

2017/08/24

LB2_200_CH038_CARAPACE_TURN AROUND



Generic Ice Skates to be adapted on any model feet
Laces must be rigged for actions, on the upper part



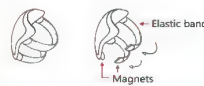
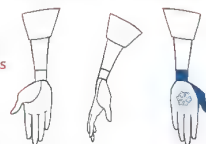
Elbow pads



Knee pads



Gloves



Most of the times, pads will be used in the "closed" position ;
If needed, Opening and Closing can be done on both side, depending on the scene

RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH039_MARINETTE_ICE_SKATER_SUIT



Generic Ice Skates to be adapted on any model feet
Laces must be rigged for actions, on the upper part



We need at least these 3 positions:



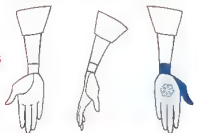
Elbow pads



Knee pads



Gloves



Elastic band
Magnets

Most of the times, pads will be used in the "closed" position ;
If needed, Opening and Closing can be done on both side, depending on the scene

RELATION SIZE



3D model

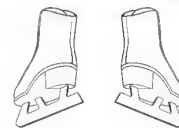
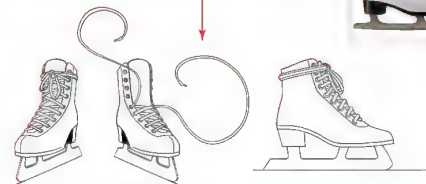


Miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH040_ADRIEN_ICE_SKATER_SUIT



Generic Ice Skates to be adapted on any model feet
Laces must be rigged for actions, on the upper part



We need at least these 3 positions:

Pos.1 Open shoes

Pos.2 Laced up shoes

Pos.3 Wrong lace up



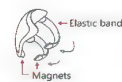
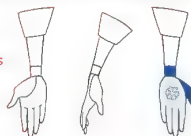
Elbow pads



Knee pads



Gloves



Most of the times, pads will be used in the "closed" position ;

If needed, Opening and Closing can be done on both side, depending on the scene

RELATION SIZE

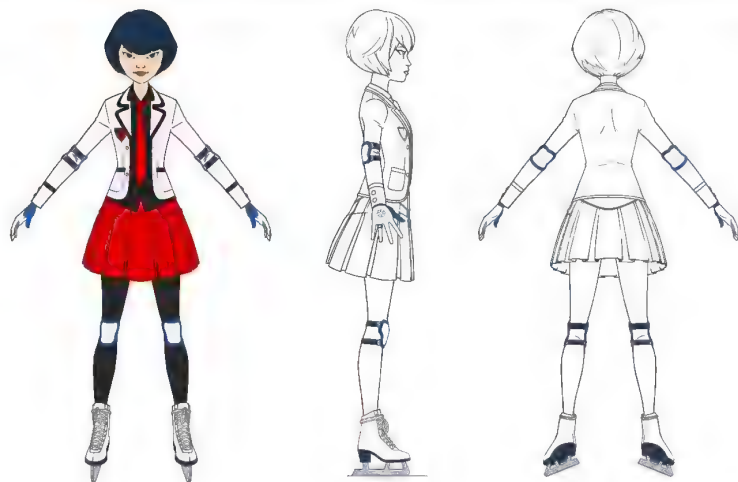


3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH041_LUKA_ICE_SKATER_SUIT



Generic Ice Skates to be adapted on any model feet
Laces must be rigged for actions, on the upper part



Elbow pads



Knee pads

Gloves



Magnets

Most of the times, pads will be used in the "closed" position.
If needed, Opening and Closing can be done on both side, depending on the scene

RELATION SIZE



3D model



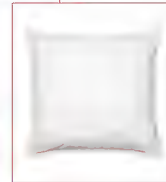
Miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH042_KAGAMI_ICE_SKATER_SUIT

For Size Reference only



Fleece pyjama, Cotton socks and pillow



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH043_KID_PYJAMA

2017/08/21

LB2_200_CH043_THE_KID_COLOR & TEXTURE

miraculous
Tales of Ladybug & Cat Noir

For Size Reference only



Fleece pyjama, Cotton socks and pillow





THE KID



Extreme Anger 



Extreme Happy 



Impassive 

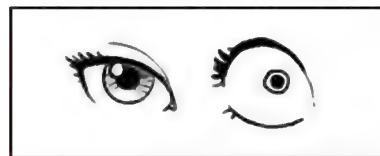


Surprise 

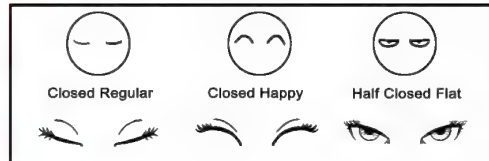


Sad 

We need shrinking pupils



We need 3 ways of closing eyes



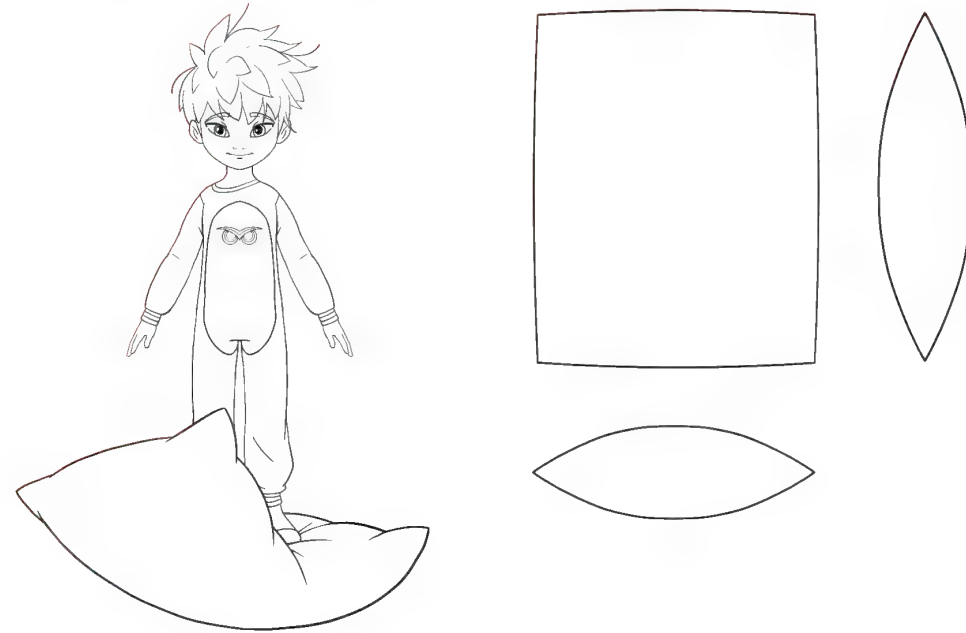
miraculous
Tales of Ladybug & Cat Noir

2017/09/04

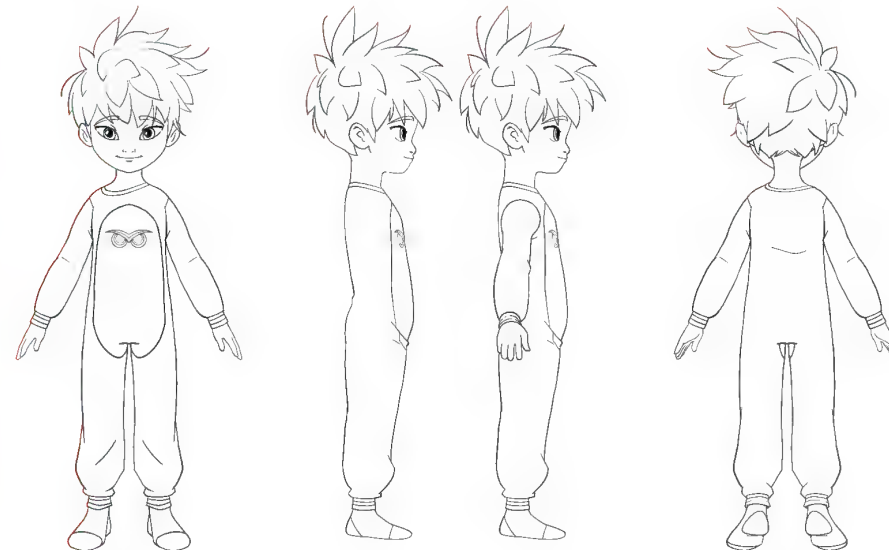
LB2_200_CH043_THE_KID
_EXPRESSIONS



For Size Reference only

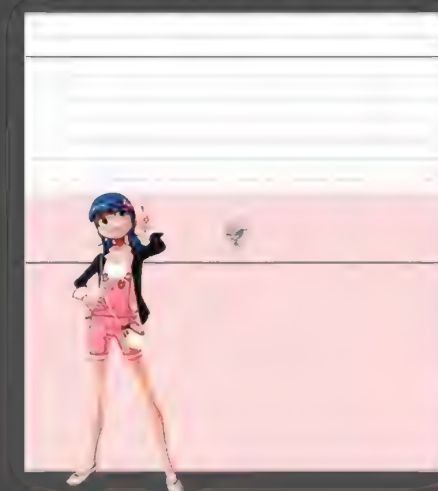


Rig pillow for deformation, when the Kid uses it or rides it





RELATION SIZE



3D model



LB2_200_CH044_MULLO

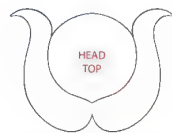
Stompp



Miraculous holder: Ivan

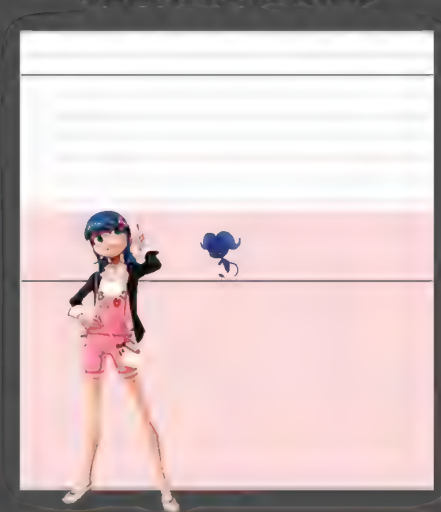


All new Kwamis are inspired by Tikki's morphology and adapted to match the new Kwam's design



HEAD
TOP

RELATION SIZE

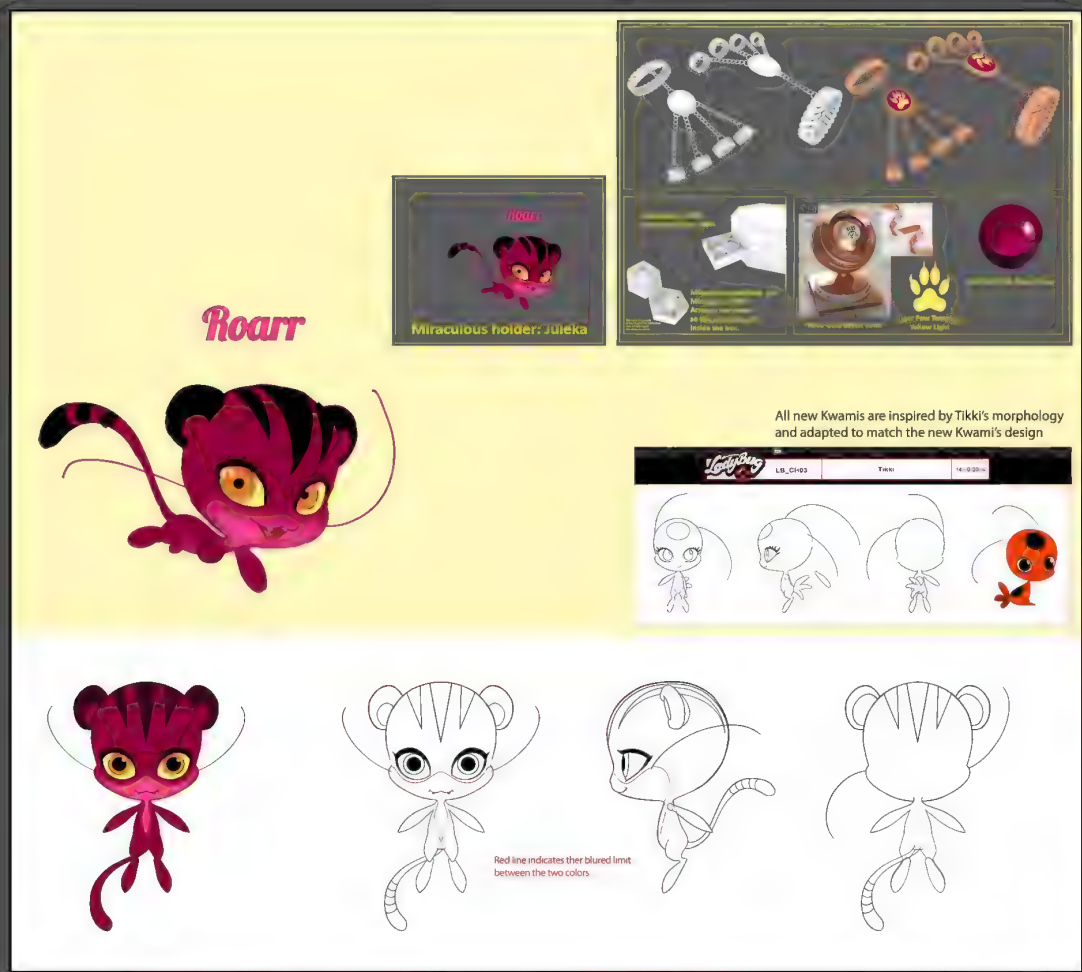


3D model

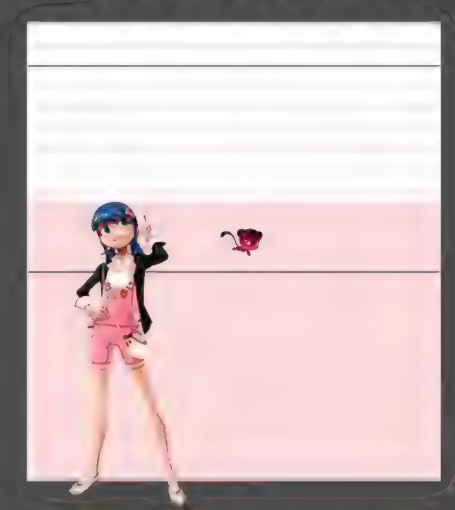


miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH045_STOMPP



RELATION SIZE

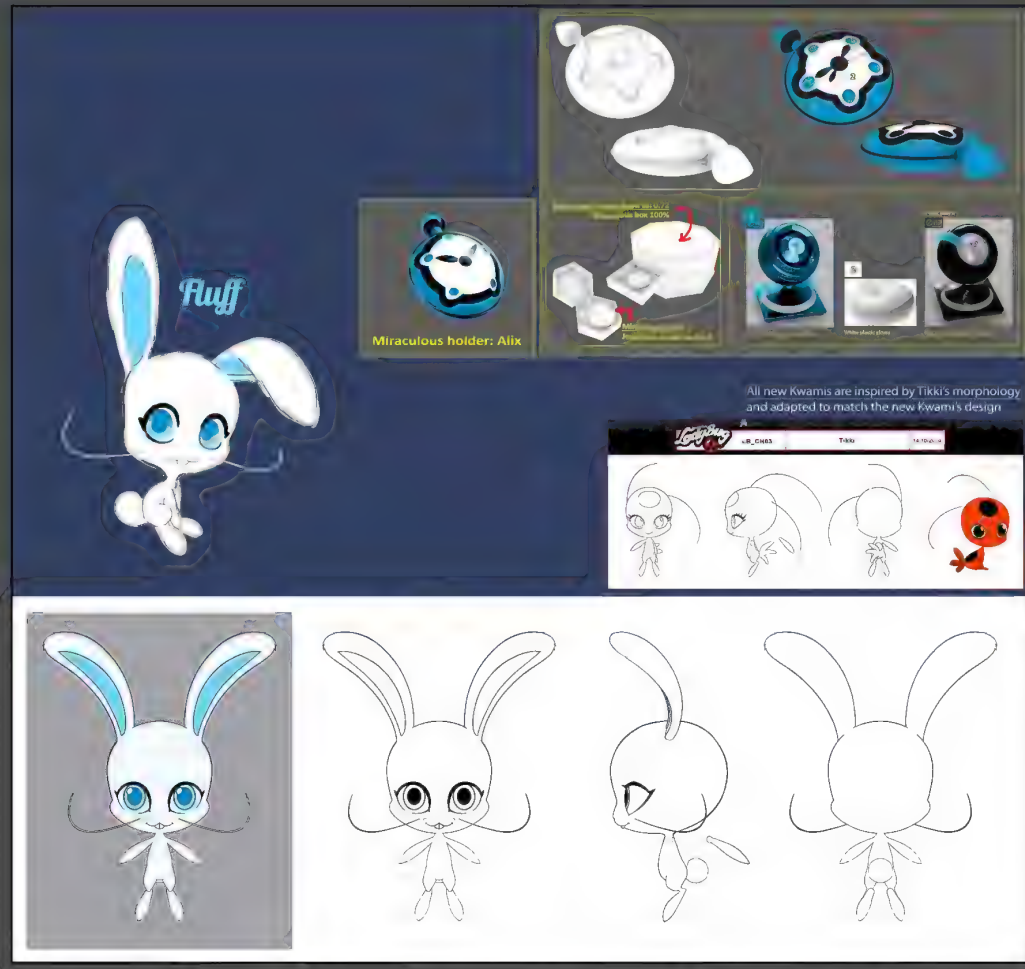


3D model

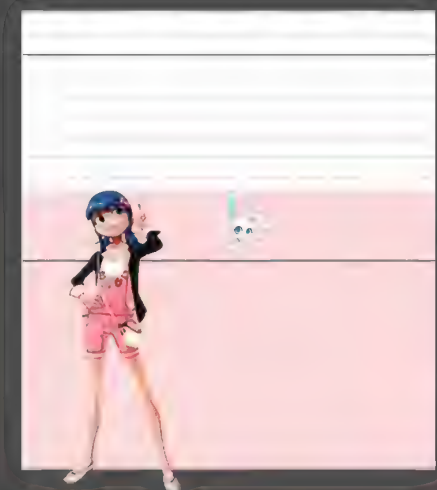


miraculous
Tales of Ladybug & Cat Noir

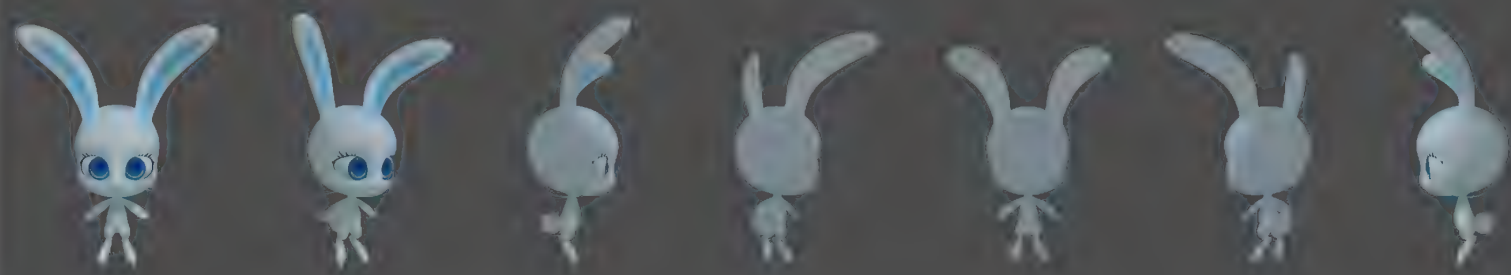
LB2_200_CH046_ROARR



RELATION SIZE

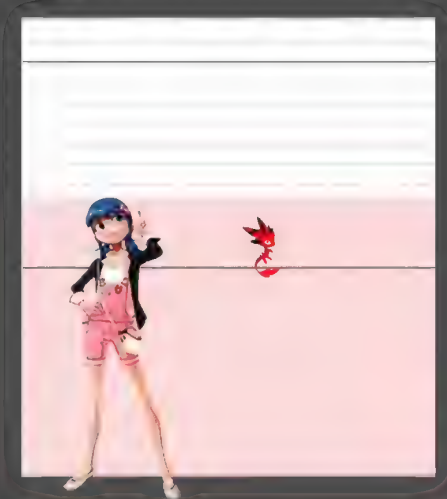


3D model

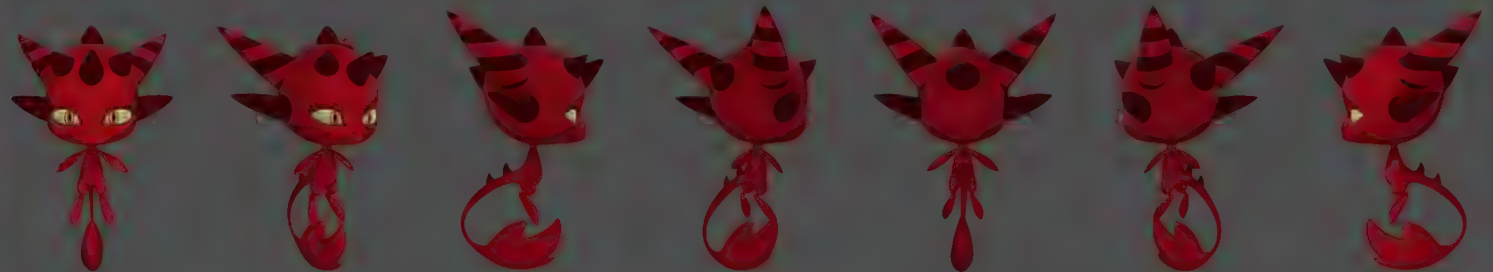


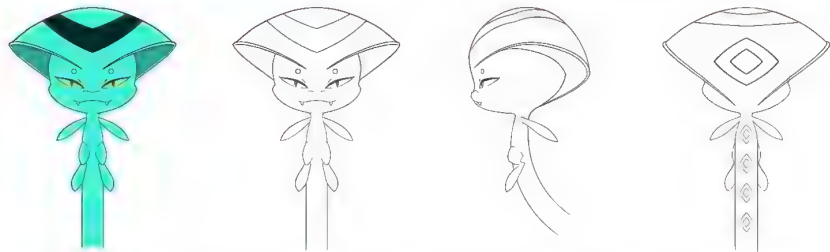


RELATION SIZE



3D model

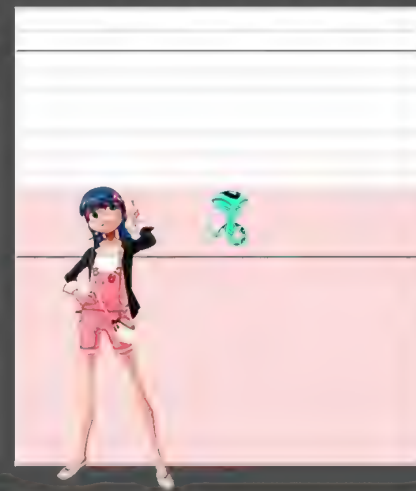




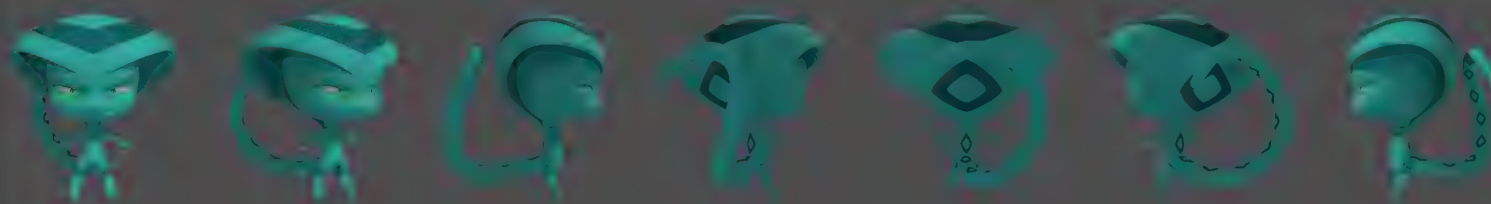
Entire size is 2,5 times bigger than Sass's body



RELATION SIZE



3D model

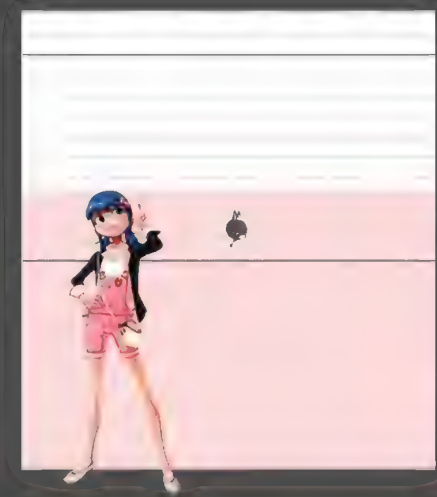


miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH049_SASS

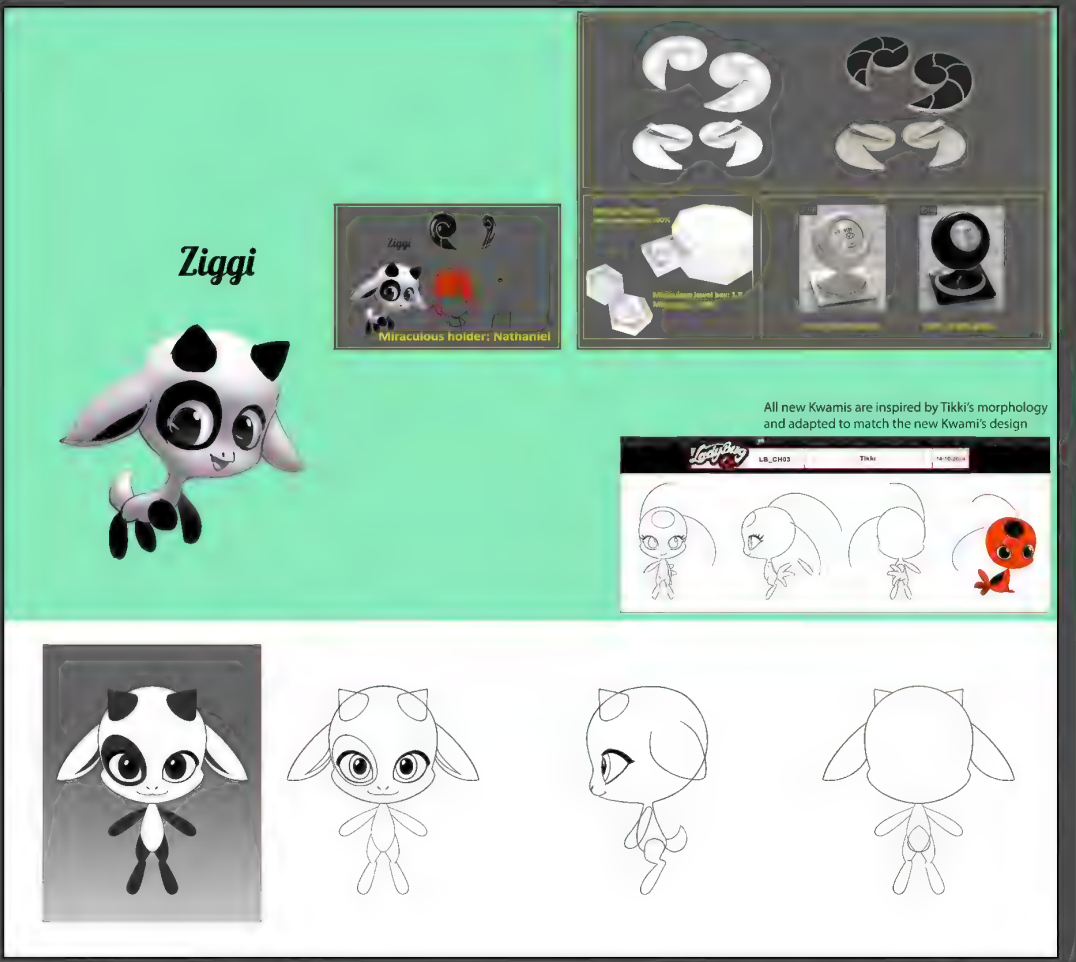


RELATION SIZE

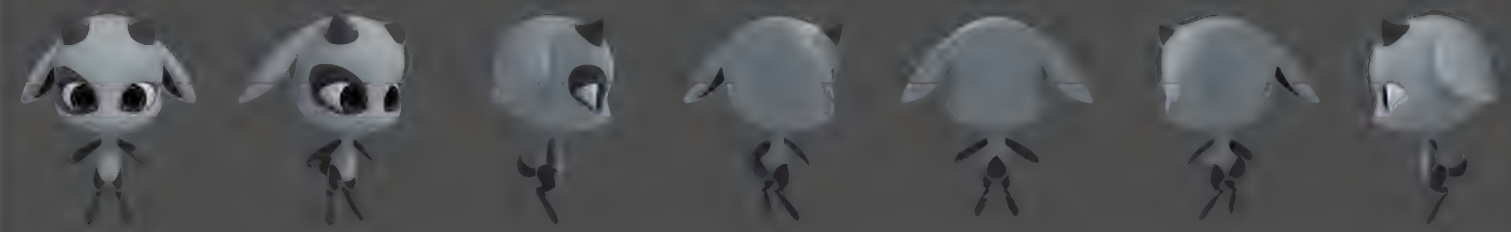


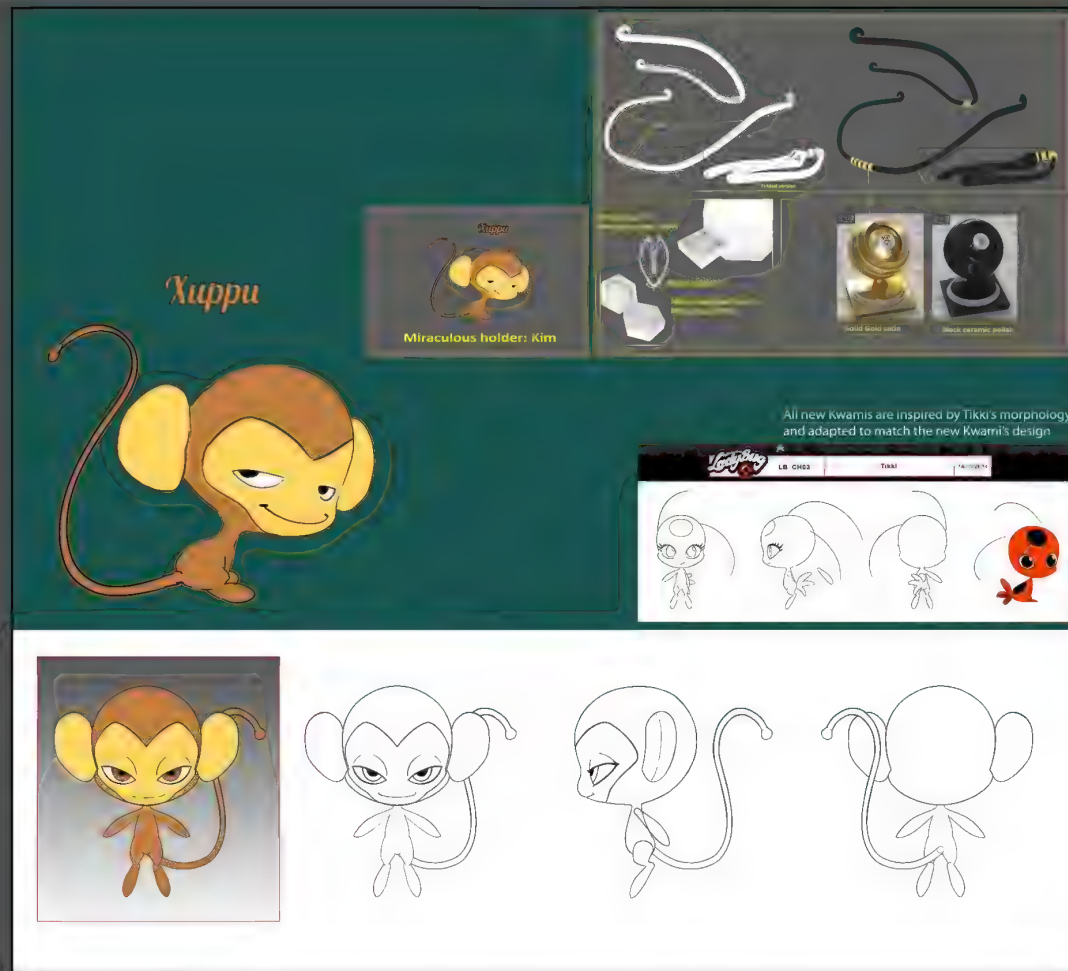
3D model





3D model





3D model



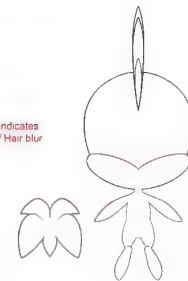
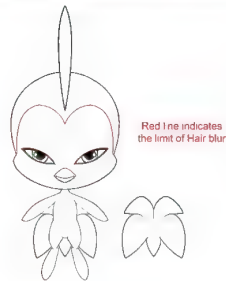
Orikko



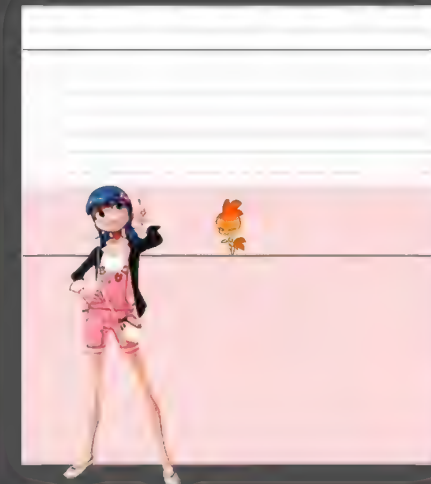
All new Kwamis are inspired by Tikki's morphology and adapted to match the new Kwami's design



Open mouth is like a beak



RELATION SIZE



3D model

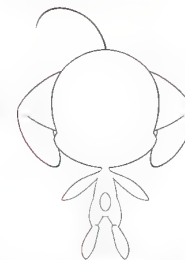
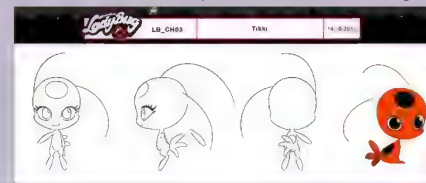


miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH053_ORIKKO

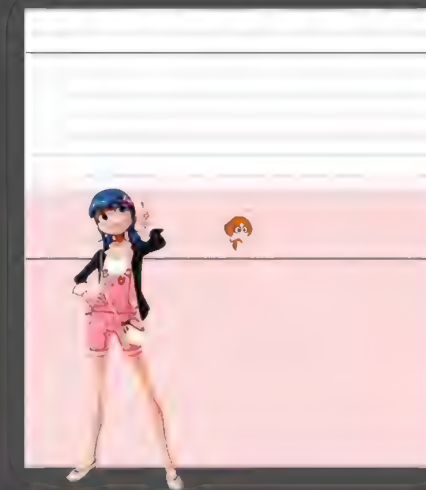


All new Kwamis are inspired by Tikki's morphology and adapted to match the new Kwami's design



The red shape indicates the base of the ear connection with the head

RELATION SIZE



3D model



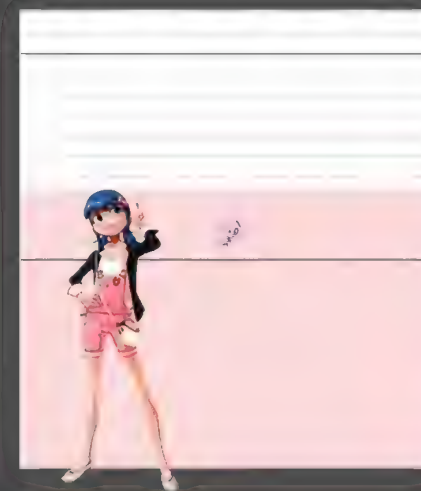
Daizzi



All new Kwamis are inspired by Tikki's morphology and adapted to match the new Kwami's design.



RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_200_CH055_DAIZZI



RELATION SIZE

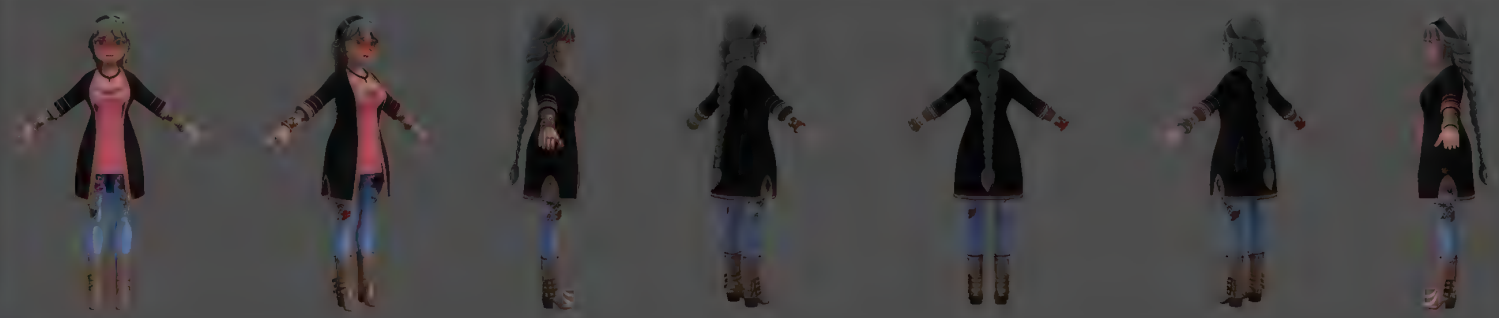


3D model





3D model





ANARKA



Extreme Anger 



Extreme Happy 




Impassive 



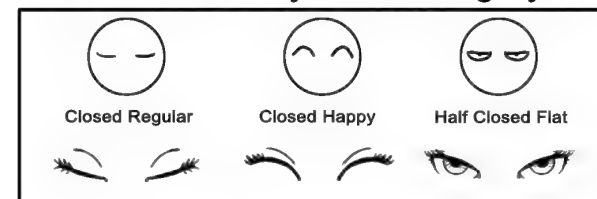
Surprise 



Sad 



We need 3 ways of closing eyes



We need shrinking pupils



2017/07/25
LB2_CH058_ANARKA_
EXPRESSIONS



Adrien

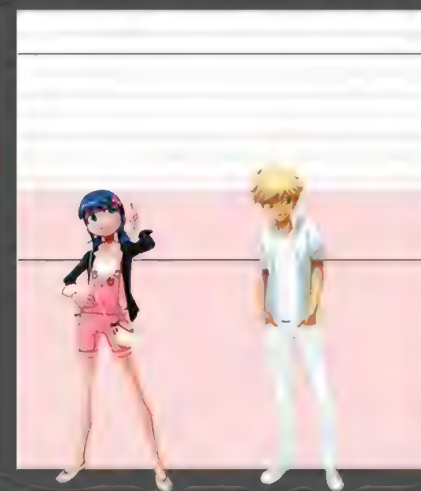


eye colors refs



Same model as Adrien (LB_CH05)
Change a the clothes colors to white

RELATION SIZE



2017/03/17

LB2_200_CH059_ADRIEN_WHITE_SUIT

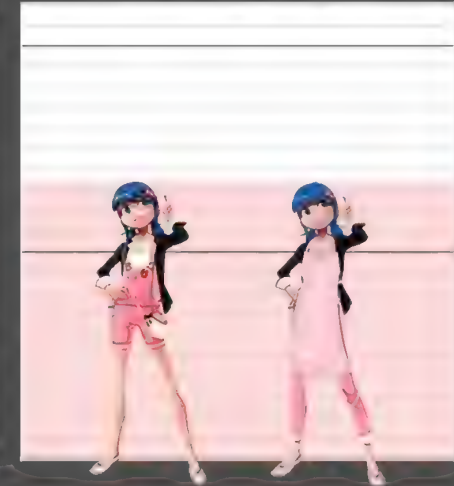
3D model



LB2_200_CH059_ADRIEN_WHITE_SUIT



RELATION SIZE

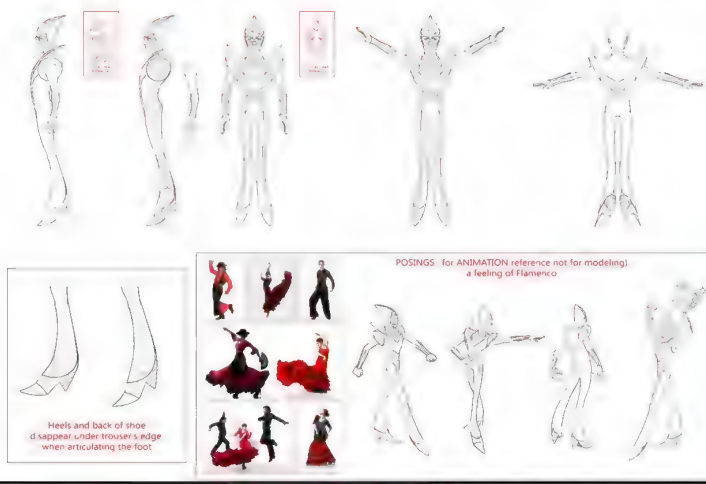


3D model

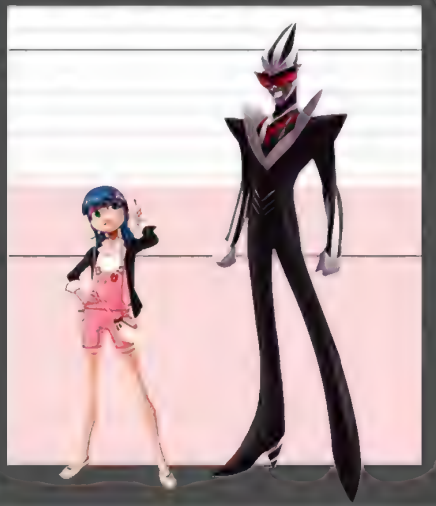


ZAG
 production
Miraculous
 Tales of Ladybug & Cat Noir

LB2_200_CH060_MARINETTE_APRON

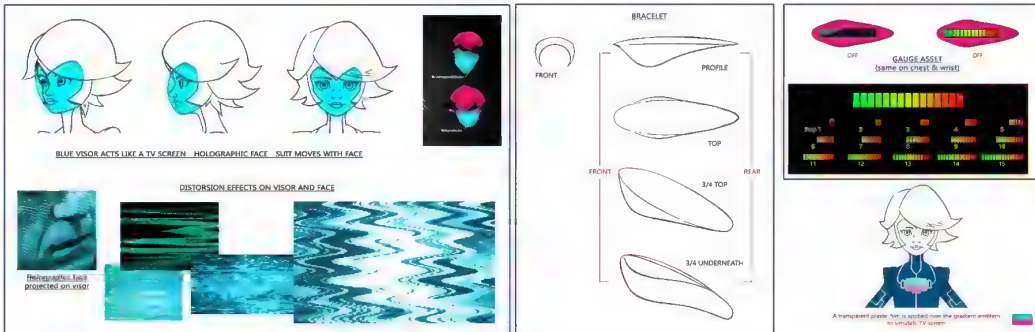
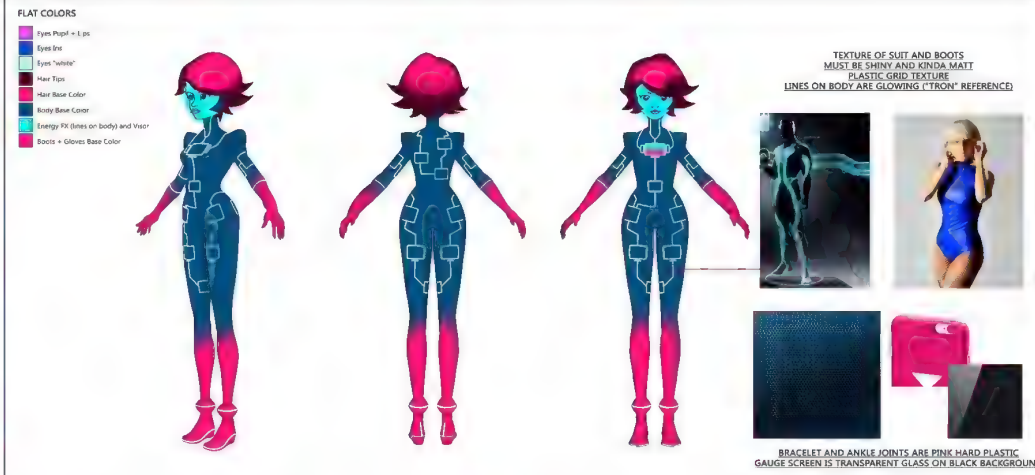


RELATION SIZE

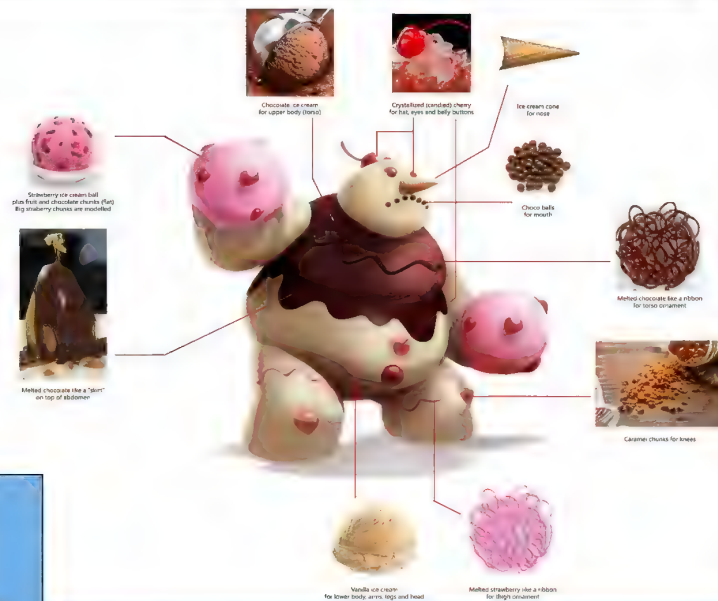
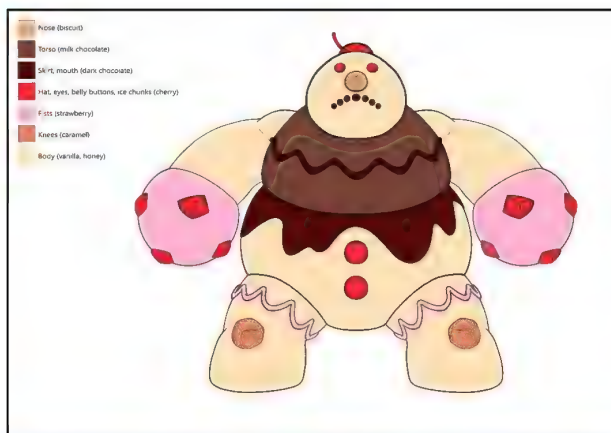


3D model





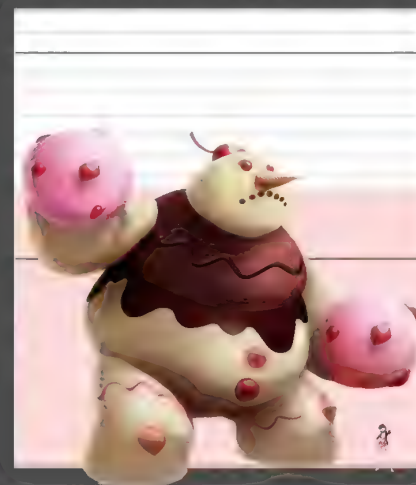
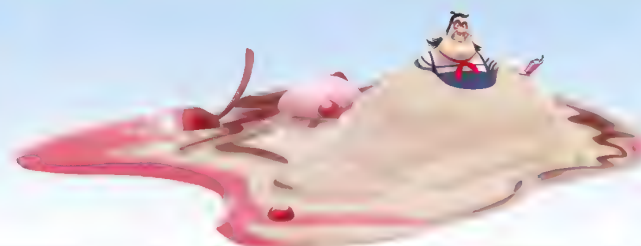
A series of seven 3D renderings of a female character in a blue and white suit, showing different poses and angles. The character has short, dark hair and is wearing a form-fitting blue suit with white accents. The renderings are arranged in a single row, showing the character from the front, back, and side views, as well as various dynamic poses.



RELATION SIZE

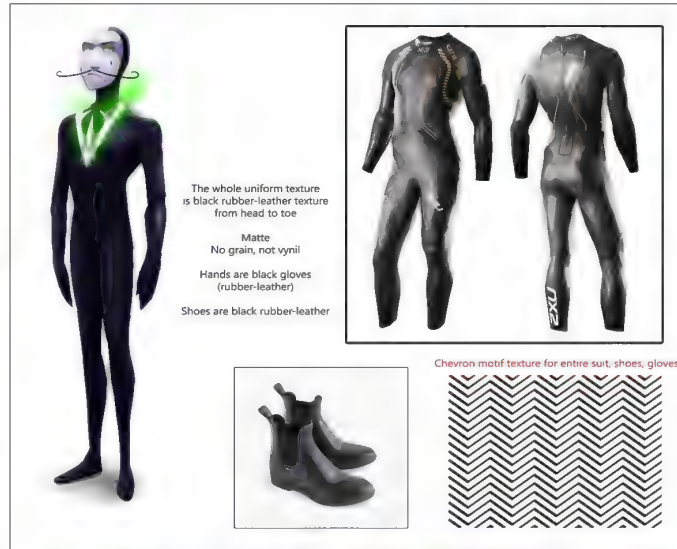
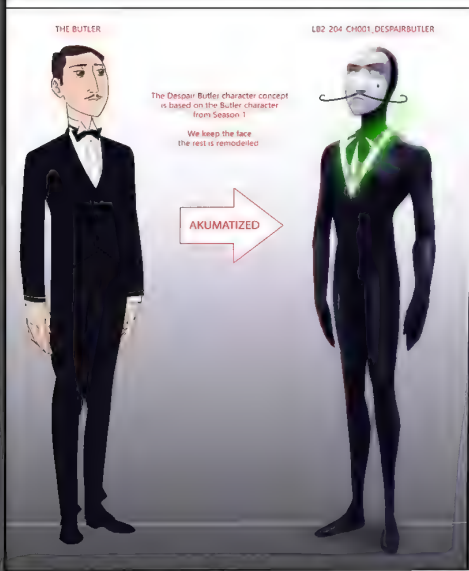


When destroyed, Glaciator melts to reveal André's form

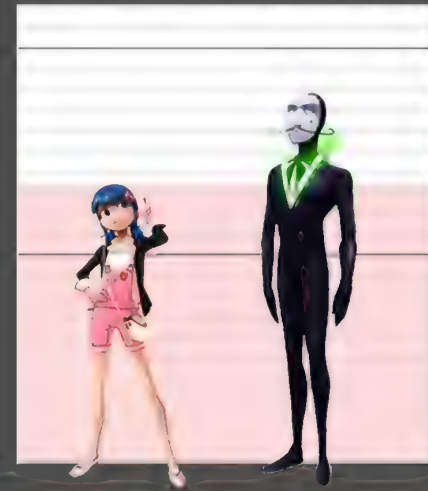


3D model





RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

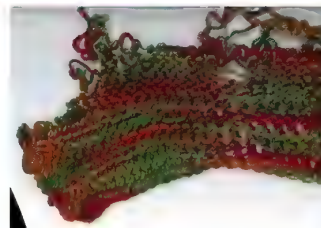
LB2_204_CH001_DESPAIRBUTLER



Inside Head - Volume indication

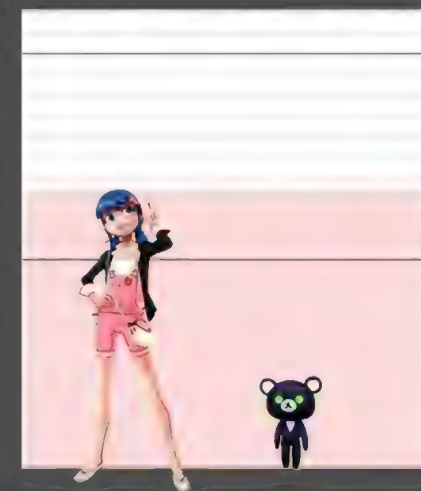


Texture from Head to toe, is Knitted Wool
Details on strings are important
Because in the story, our heroes unravel
the Bear to destroy him,
the set-up must anticipate
this operation.

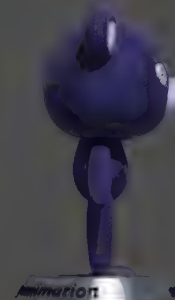


Check Steriogram's music video "Walkie Talkie Man"
for the excellent texture work on wool, and unraveling the puppet

RELATION SIZE



3D model

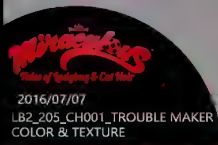


miraculous
Tales of Ladybug & Cat Noir

LB2_204_CH002_DESPAIRBEAR



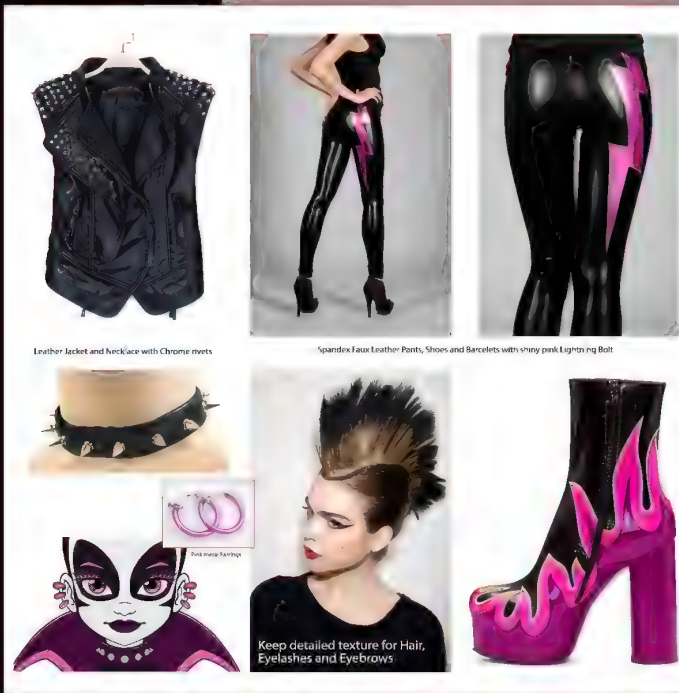
Opacity of character: 85%
When intangible, we cannot tell from a distance, only from close range



VILLAIN LOGO
(Keep shiny plastic and three dimensional effect)



Make up and hair trim are blurry



Leather jacket and necklace with Chrome rivets

Spandex faux Leather Pants, Shoes and Barclets with shiny pink Lightning Bolt

Keep detailed texture for Hair, Eyelashes and Eyebrows



REGULAR PEN

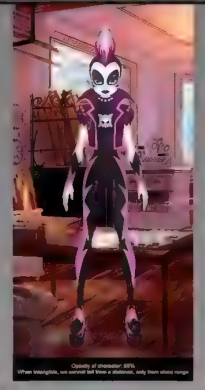
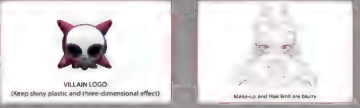
Polished, shiny and sparkled plastic texture

AKUMATIZED PEN
Tangible

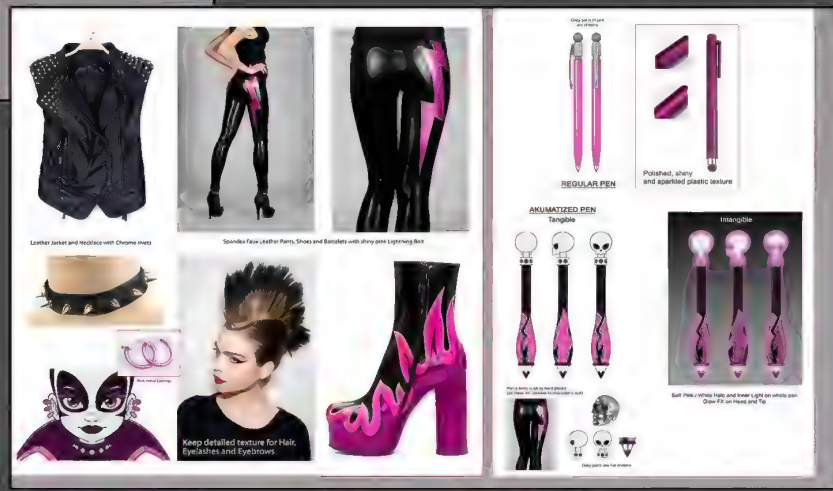
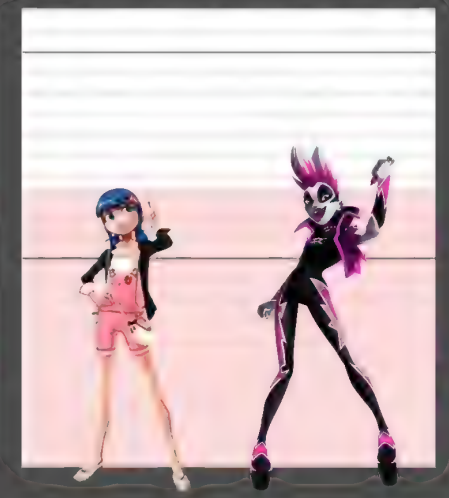
Intangible

Pen is body is shiny hard plastic
Use chrome as material for character's suit

Soft Pink / White Hair and Inner Light on whole pen
Glow FX on Head and Tip

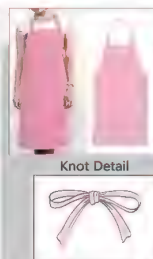
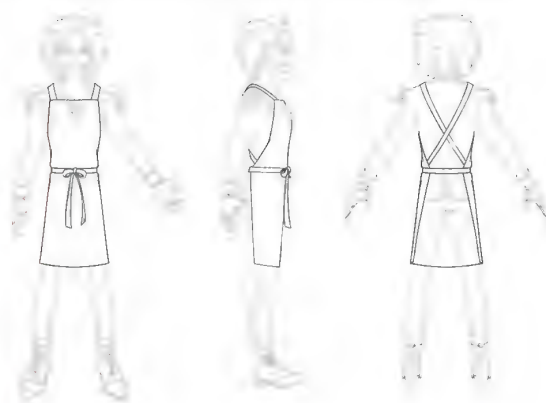


RELATION SIZE



3D model





Inspired by
LB2_200_CH061 MARINETTE APRON



RELATION SIZE

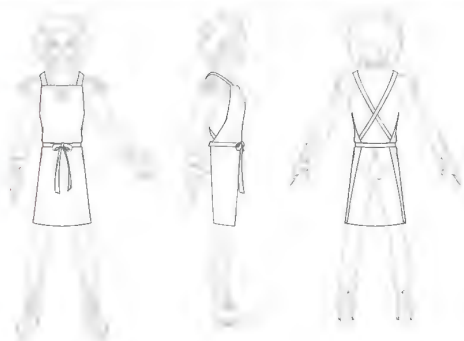


3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_205_CH002_JAGGED_STONE_COOKING_SUIT



Inspired by
LB2_200_CH051_MARINETTE APRON



WITH FLOUR



RELATION SIZE

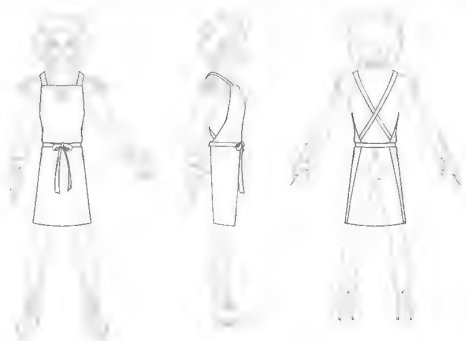
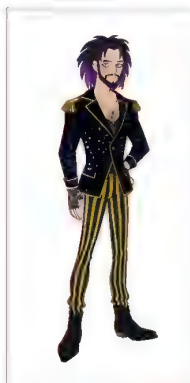


3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_205_CH003_JAGGED_STONE_COOKING_SUIT_FLOUR



Inspired by
LB2 200 CH061 MARINETTE APRON



RELATION SIZE

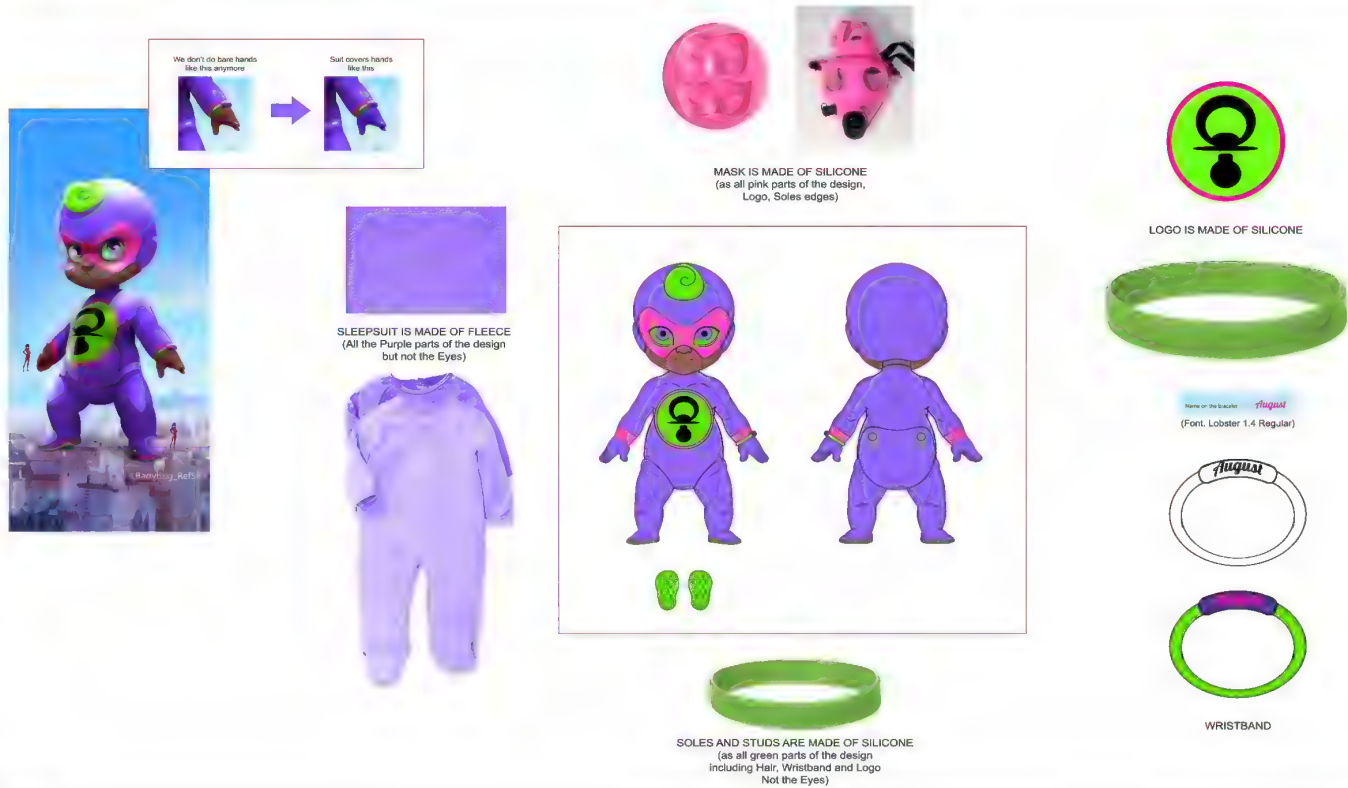


3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_205_CH004_JAGGED_STONE_COOKING_SUIT_FLOUR_CLEAN_UP



RELATION SIZE

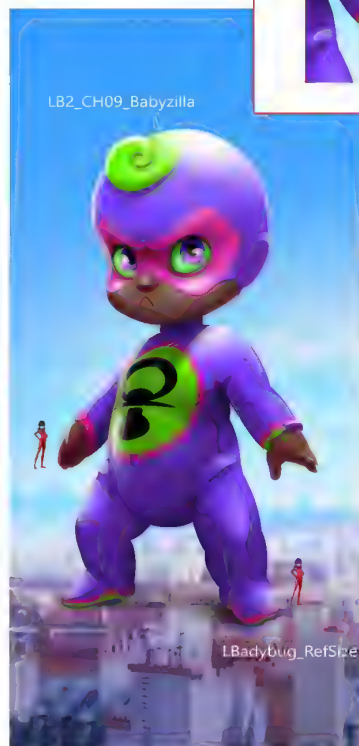


3D model



Miraculous
 Tales of Ladybug & Cat Noir

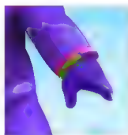
LB2_206_CH001_GIGANTITAN



We don't do bare hands
like this anymore



Suit covers hands
like this



SLEEPSUIT IS MADE OF FLEECE
(All the Purple parts of the design
but not the Eyes)



MASK IS MADE OF SILICONE
(as all pink parts of the design,
Logo, Soles edges)

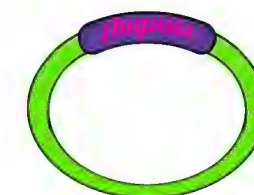
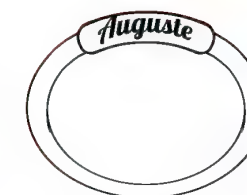


LOGO IS MADE OF SILICONE



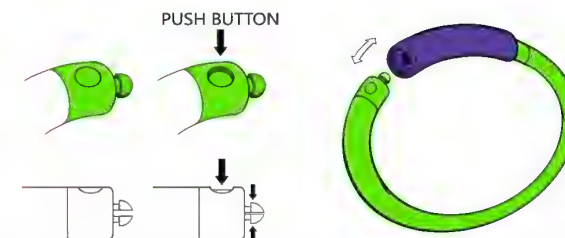
Name on the bracelet - *Auguste*

(Font: Lobster 1.4 Regular)



WRISTBAND

WRISTBAND CLASP MECHANISM



SOLES AND STUDS ARE MADE OF SILICONE
(as all green parts of the design
including Hair, Wristband and Logo
Not the Eyes)

Miraculous
Tales of Ladybug & Cat Noir

20160614

LB2_206_CH001_GIGANTITAN_
COLOR & TEXTURE



BABY AUGUST



Extreme Anger



Extreme Happy



Impassive



Surprise



Sad



We need 3 ways of closing eyes



Closed Regular



Closed Happy



Half Closed Flat



We need shrinking pupils

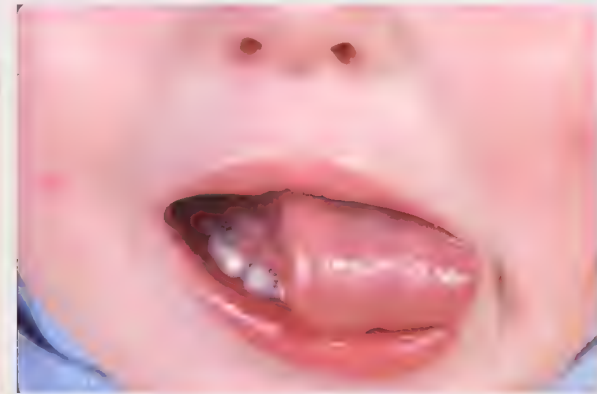


2017/07/20

LB2_206_CH001_GIGANTITAN_
EXPRESSIONS



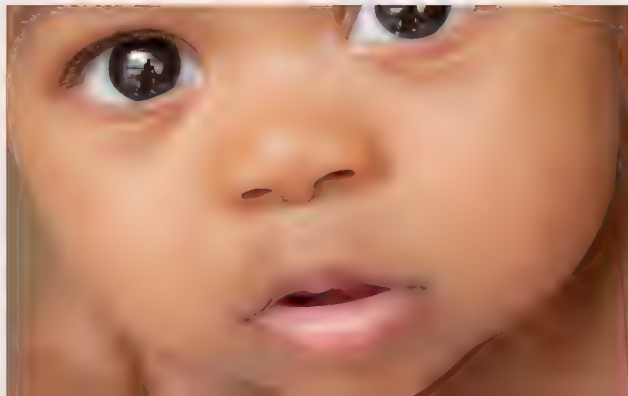
Because of the huge size of Babyzilla, its important to keep detail on the skin, lips, tongue texture and saliva

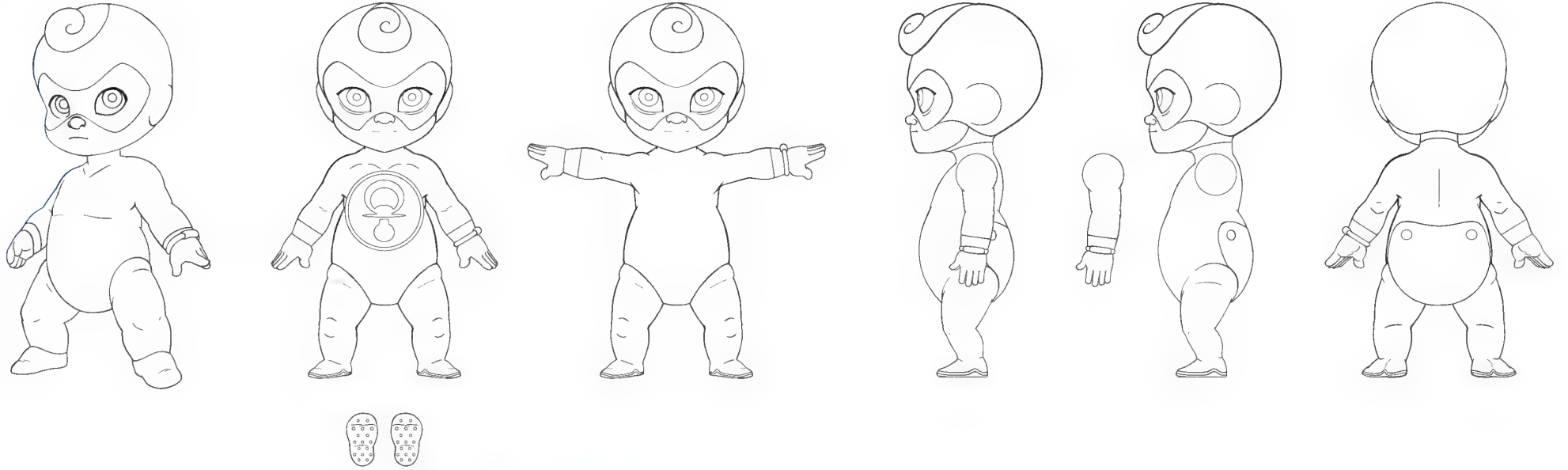


miraculous
Tales of Ladybug & Cat Noir

2016/11/16

LB2_206_CH001_GIGANTITAN
MOUTH DETAILS



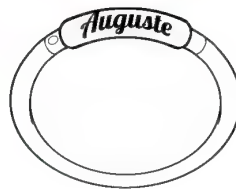


ZAG
Miraculous
 Tales of Ladybug & Cat Noir
 20160613
 LB2_206_CH001_GIGANTITAN_
 TURN AROUND



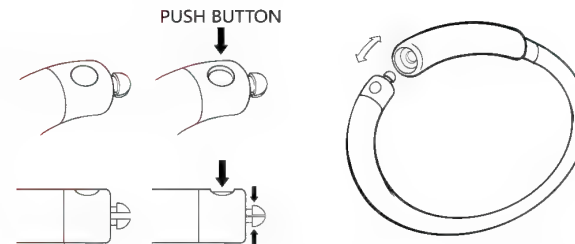
PACIFIER LOGO

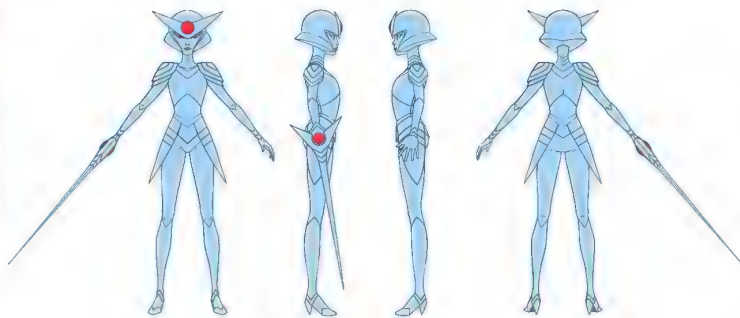
Name on the bracelet — *Auguste*
 (Font: Lobster 1.4 Regular)



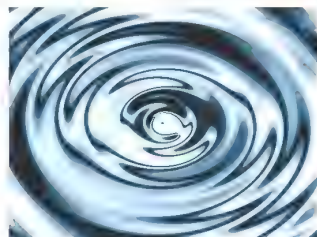
WRISTBAND

WRISTBAND CLASP MECHANISM





Whole body is made of flexible metal



RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_207_CH001_RIPOSTE



KAGAMI



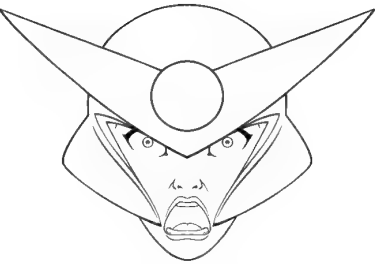
Extreme Anger 



Extreme Happy 



Impassive 



Surprise 

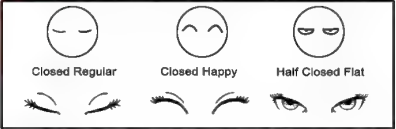


Sad 

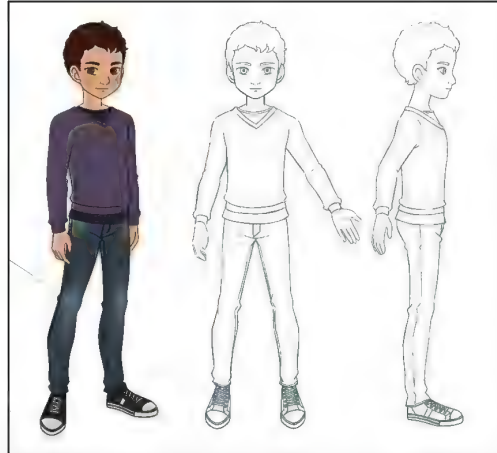
We need shrinking pupils



We need 3 ways of closing eyes



Use LB_EX01_Teenage_Boy#1A
from Season 1 and combine it
with the following items
(adapting rigging to each model):



RELATION SIZE



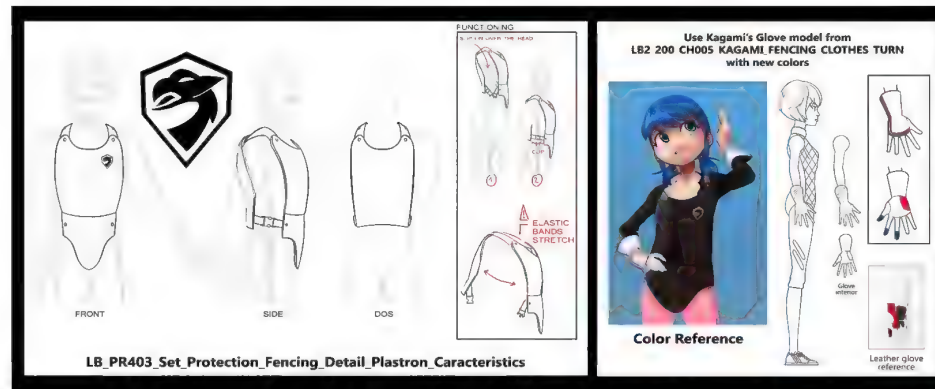
3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_207_EX001_TEENAGE_BOY#1C_FENCING_SUIT

Use LB_EX02_Teenage_Boy#1B
from Season 1 and combine it
with the following items
(adapting rigging to each model):



RELATION SIZE



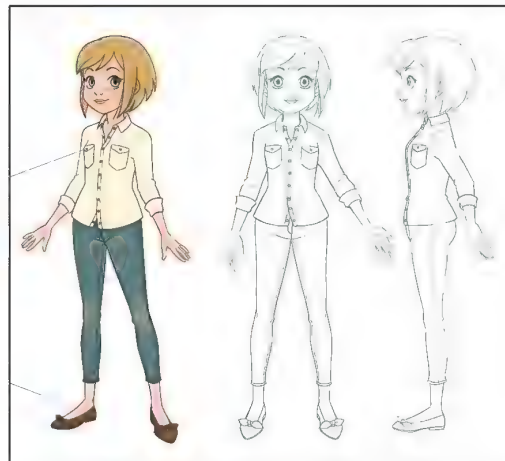
3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_207_EX002_TEENAGE_BOY#1B_FENCING_SUIT

Use LB_EX07_Teenage_Girl#1A
from Season 1 and combine it
with the following items
(adapting rigging to each model):



RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_207_EX003_TEENAGE_GIRL#1A_FENCING_SUIT

Use LB_EX04_Teenage_Boy#2A
from Season 1 and combine it
with the following items
(adapting rigging to each model):



RELATION SIZE



3D model



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Tales of Ladybug & Cat Noir

LB2_207_EX004_TEENAGE_BOY#2C_FENCING_SUIT

Use LB_EX31_Woman#2C
from Season 1 and combine it
with the following items
(adapting rigging to each model):



RELATION SIZE

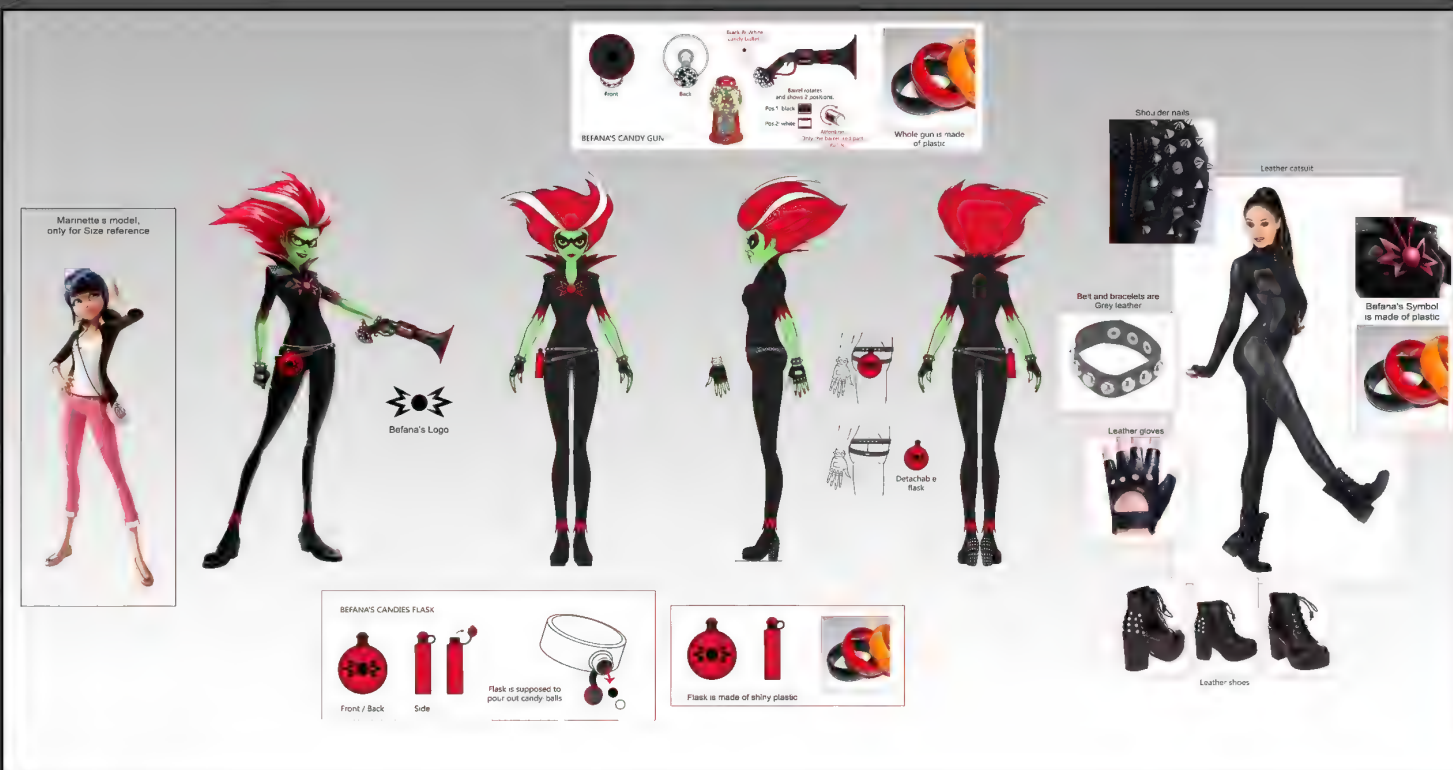


3D model



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Tales of Ladybug & Cat Noir

LB2_207_EX005_WOMAN#2A_FENCING_SUIT



3D model



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Tales of Ladybug & Cat Noir

LB2_208_CH001_BEFANA



Extreme Anger 



Extreme Happy 



Impassive 



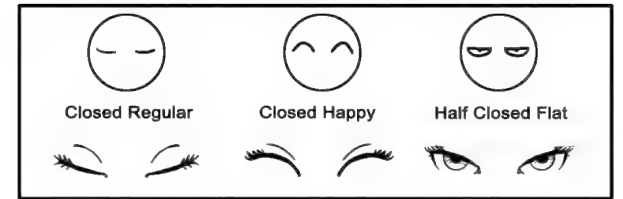
Surprise 



Sad 

Ha
Bur

We need 3 ways of closing eyes

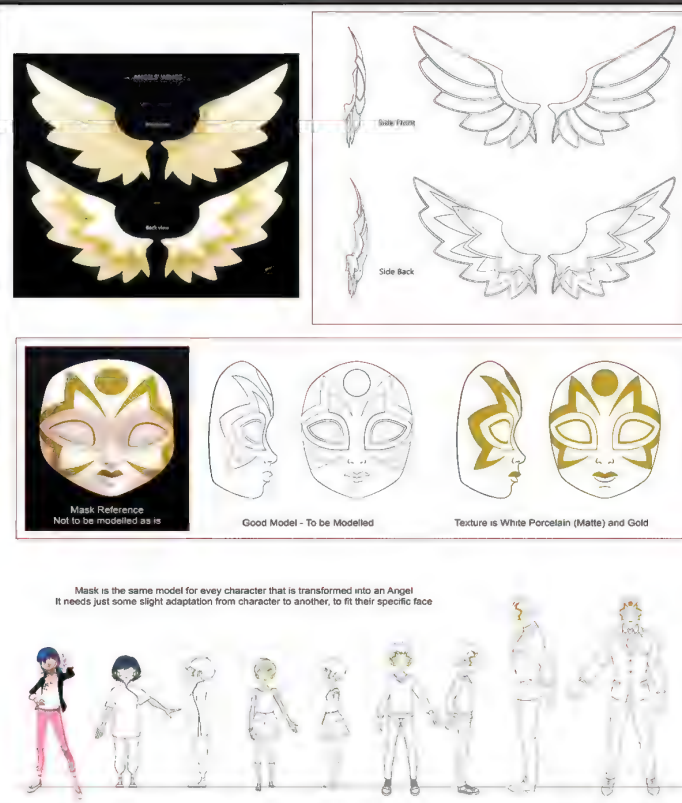


We need shrinking pupils

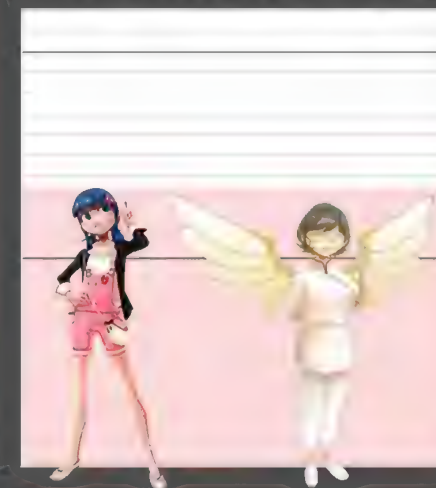


ZAG
Miraculous
Tales of Ladybug & Cat Noir

2017/07/20
LB2_208_CH001_BEFANA_
EXPRESSIONS

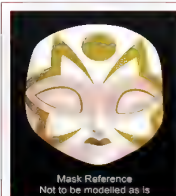
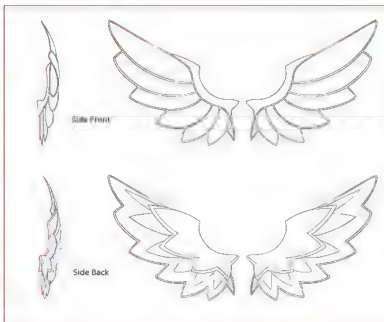


RELATION SIZE



3D model

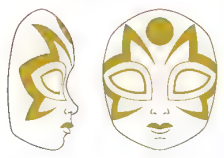




Mask Reference
Not to be modelled as is

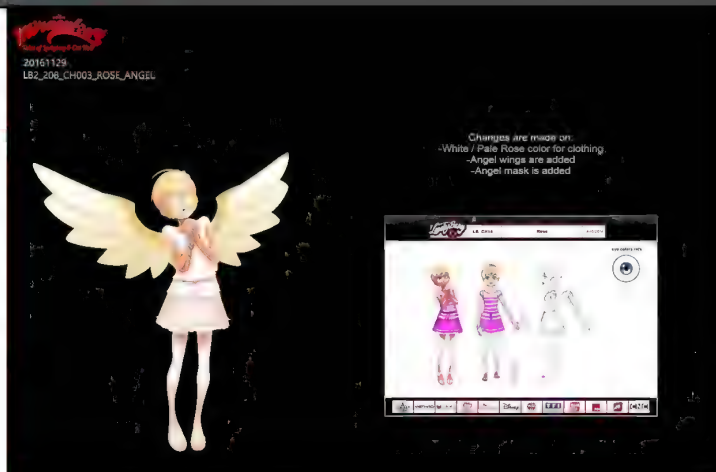
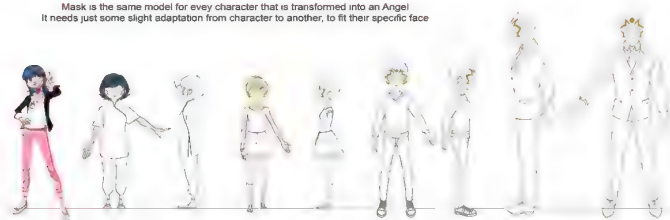


Good Model - To be Modelled



Texture is White Porcelain (Matte) and Gold

Mask is the same model for every character that is transformed into an Angel
It needs just some slight adaptation from character to another, to fit their specific face



RELATION SIZE

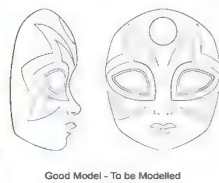
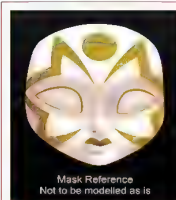
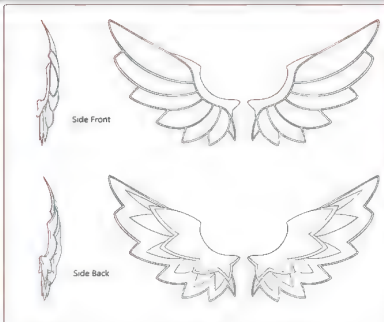


3D model

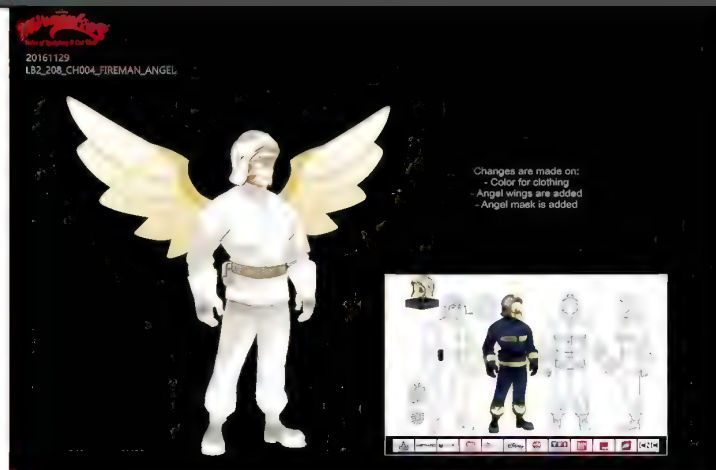
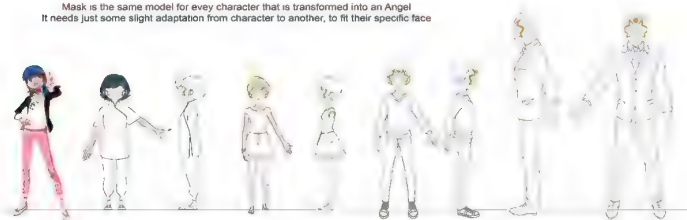


miraculous
Tales of Ladybug & Cat Noir

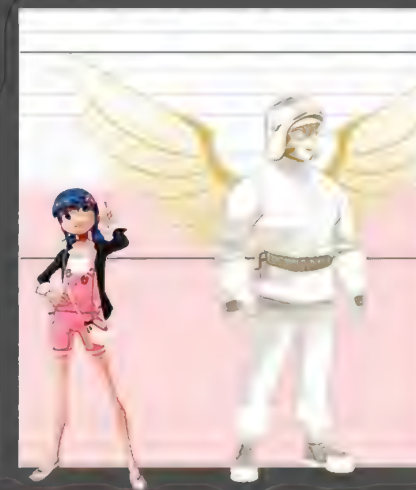
LB2_208_CH003_ROSE_ANGEL



Mask is the same model for every character that is transformed into an Angel
It needs just some slight adaptation from character to another, to fit their specific face



RELATION SIZE

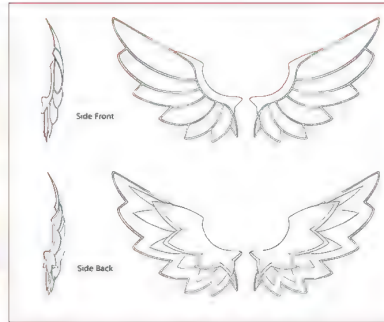


3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_208_CH004_FIREMAN_ANGEL



Mask Reference
Not to be modelled as is

Good Model - To be Modelled

Texture is White Porcelain (Matte) and Gold

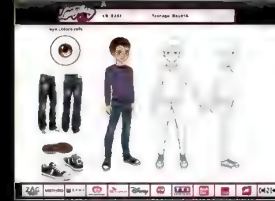
Mask is the same model for every character that is transformed into an Angel.
It needs just some slight adaptation from character to another, to fit their specific face



20161129
LB2_208_CH005_TEENAGE_BOY#1C_ANGEL



Changes are made on:
- Color for clothing
- Angel wings are added
- Angel mask is added



RELATION SIZE

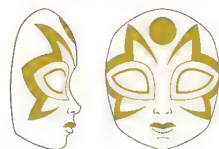
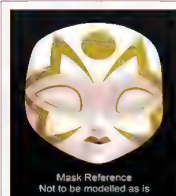
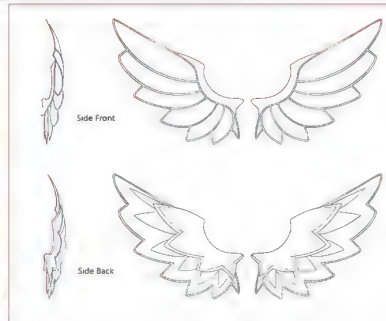


3D model

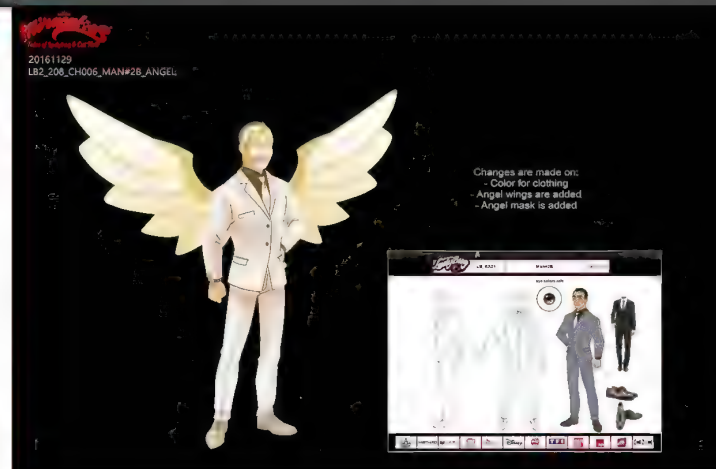


miraculous
Tales of Ladybug & Cat Noir

LB2_208_EX001_TEENAGE_BOY#1C_ANGEL



Mask is the same model for every character that is transformed into an Angel.
It needs just some slight adaptation from character to another, to fit their specific face.



RELATION SIZE

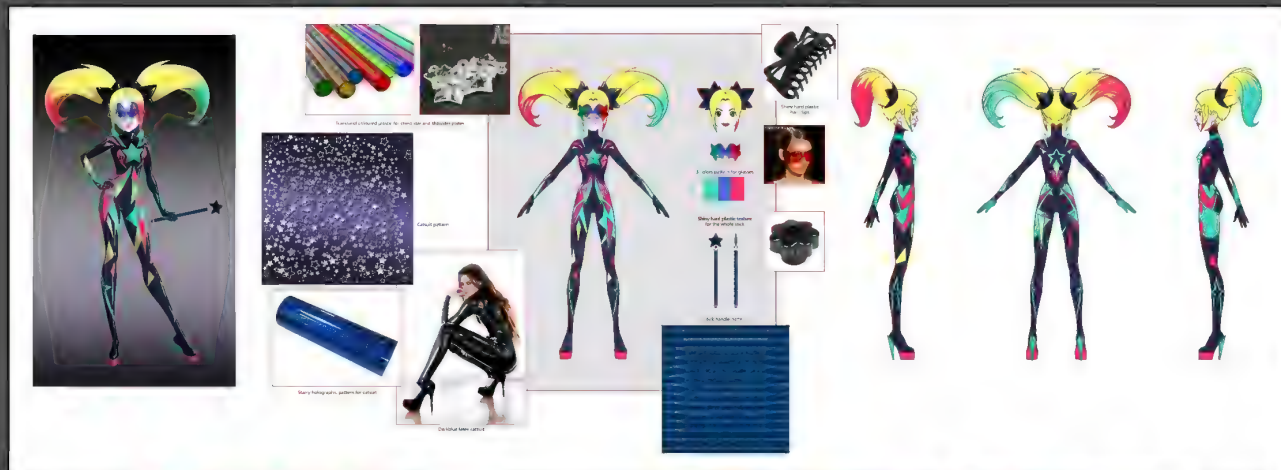


3D model

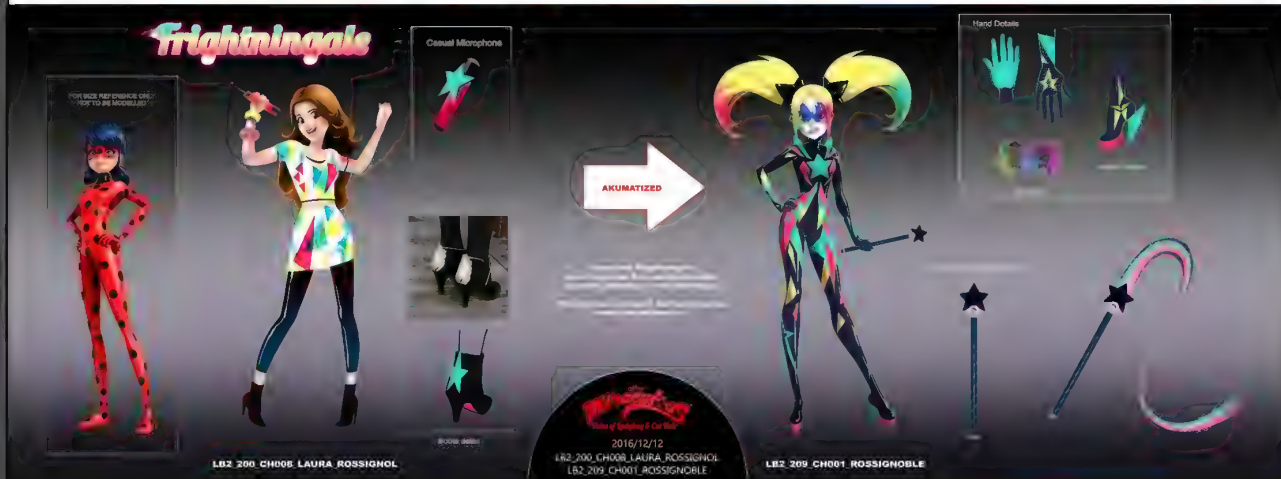
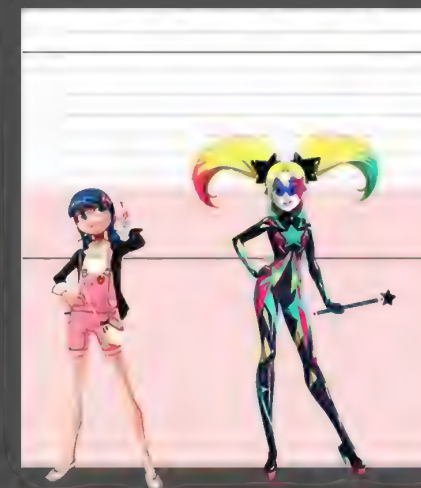


Miraculous
Tales of Ladybug & Cat Noir

LB2_208_EX002_MAN#2B_ANGEL



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_209_CH001_ROSSIGNOLE



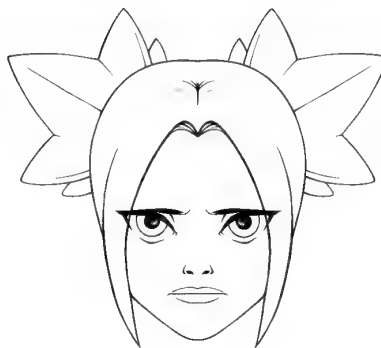
FRIGHTNINGALE



Extreme Anger



Extreme Happy



Impassive



Surprise



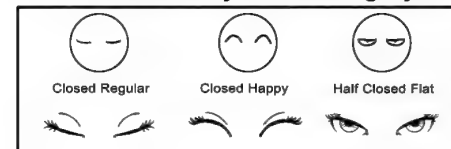
Sad



We need shrinking pupils



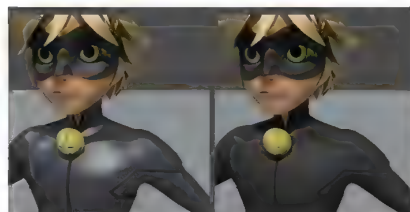
We need 3 ways of closing eyes



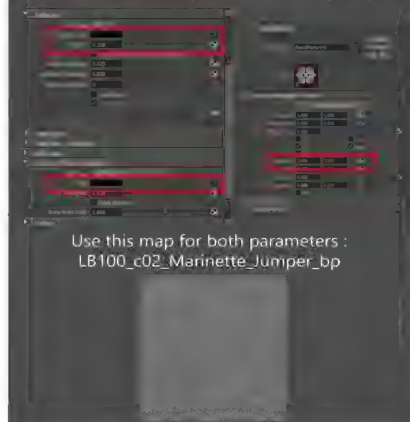


Use Adrien's Head on Cat Noir's body,
and change the costume texture

For texture, use original design, but,
remove the grid texture,
and replace it with a Fabric texture

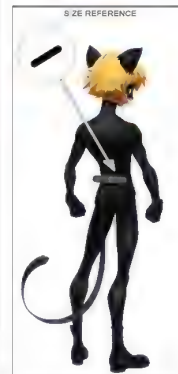
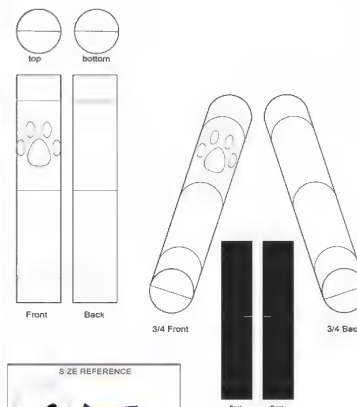


Please reuse the same shader but modify the
reflection color map and add a bump map

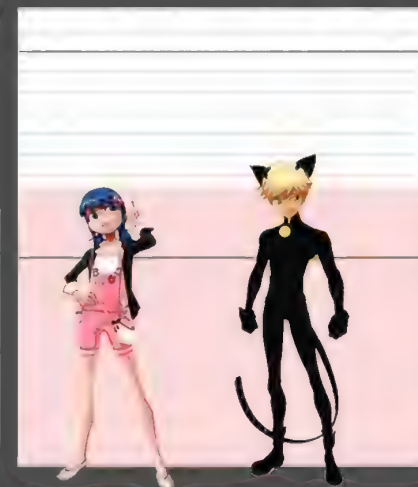


Use this map for both parameters :
LB100_c02_Marinette_Jumper_bp

DON'T FORGET THE STICK IN THE BACK



RELATION SIZE

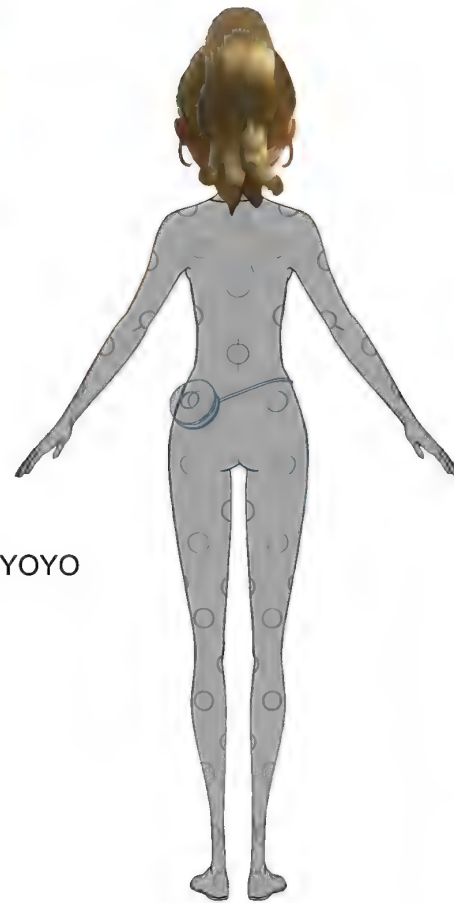


3D model

WIP

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Tales of Ladybug & Cat Noir

LB2_209_CH002_ADRIEN_CATNOIR_SUIT_WITHOUT_MASK



WITH YOYO

Use Chloe's Head on Ladybug's body,
Reuse of LB1_100_CH058_CHLOE_LADYBUG_SUIT,
but WITHOUT the mask

For Texture, use original design,
but, remove the grid texture,
and replace it with a Fabric texture



Please reuse the same shader but modify the
reflection color map and add a bump map

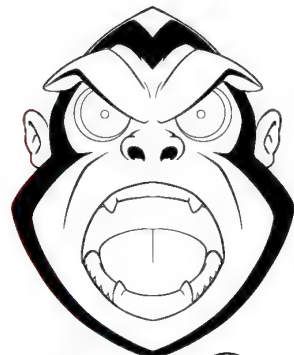
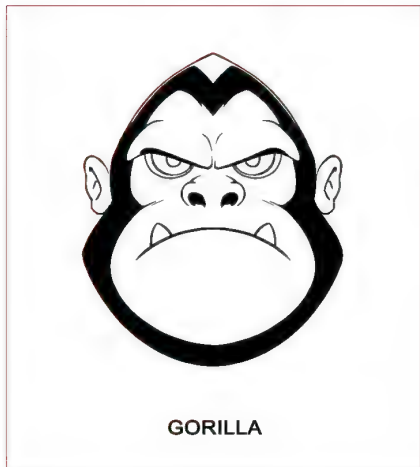


Use this map for both parameters :
LB100_c02_Marinette_Jumper_bp

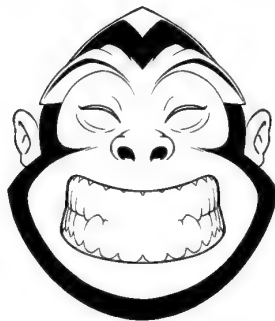
miraculous
Tales of Ladybug & Cat Noir

2017/08/01

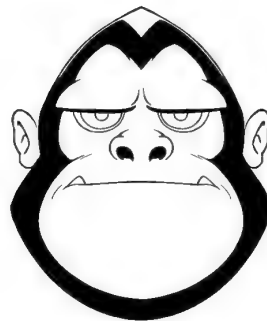
LB2_209_CH005_CHLOE
_LADYBUG_SUIT_WITHOUT MASK



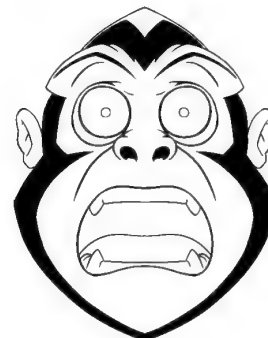
Extreme Anger 



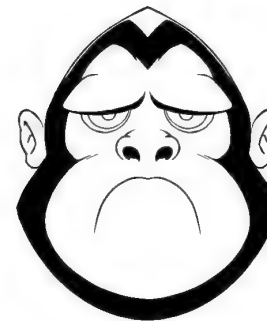
Extreme Happy 



Impassive 

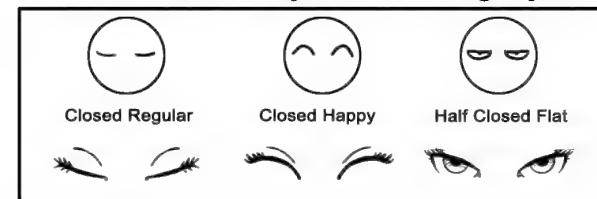


Surprise 

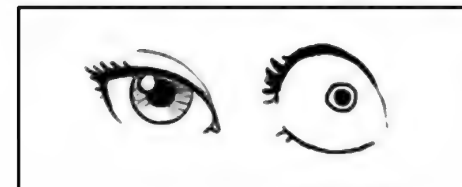


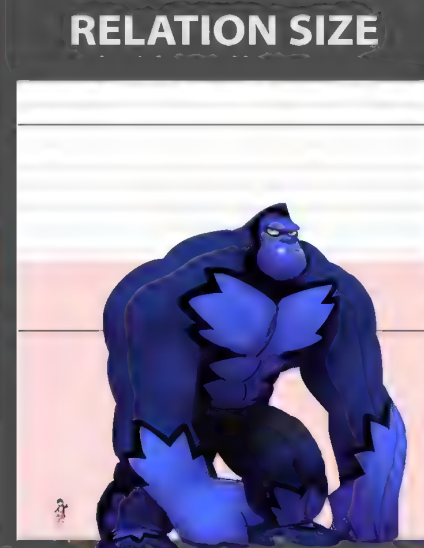
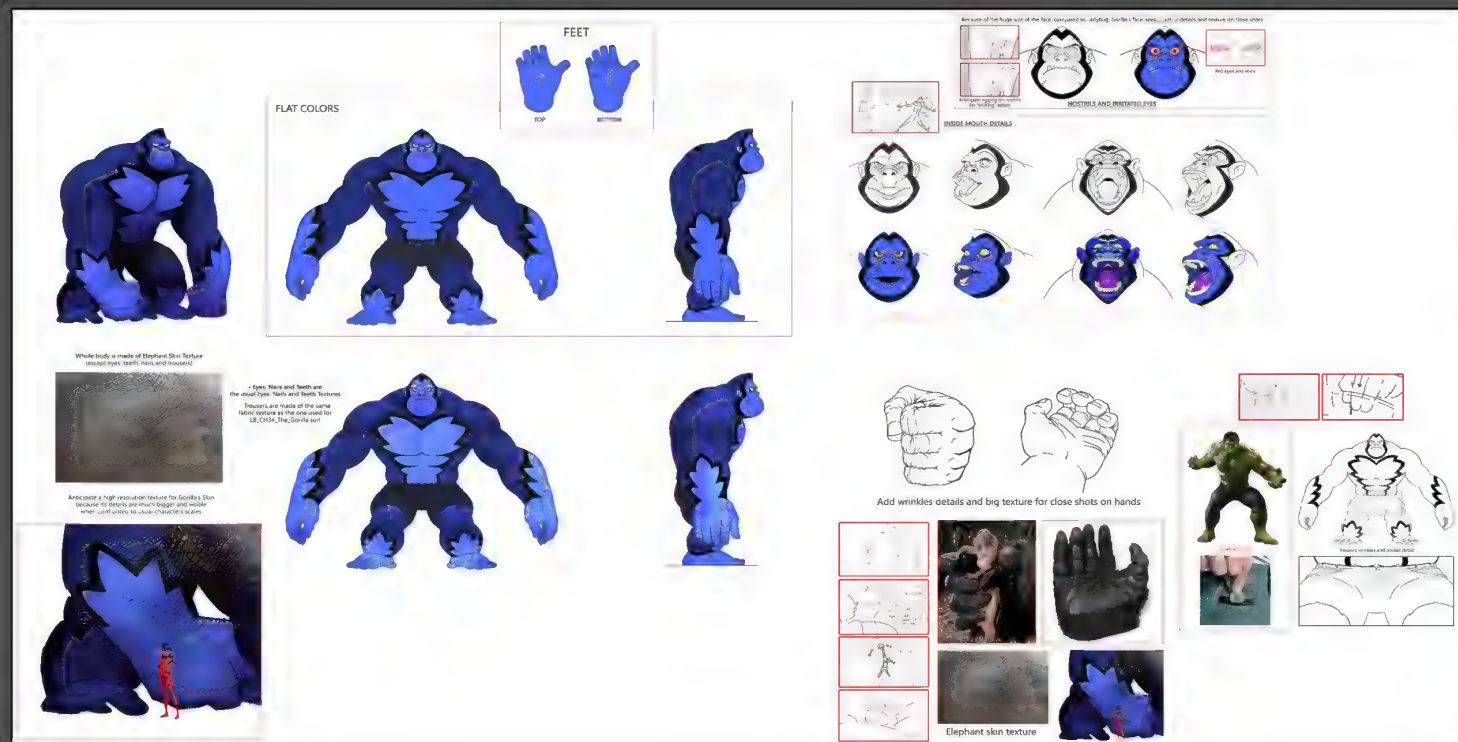
Sad 

We need 3 ways of closing eyes



We need shrinking pupils

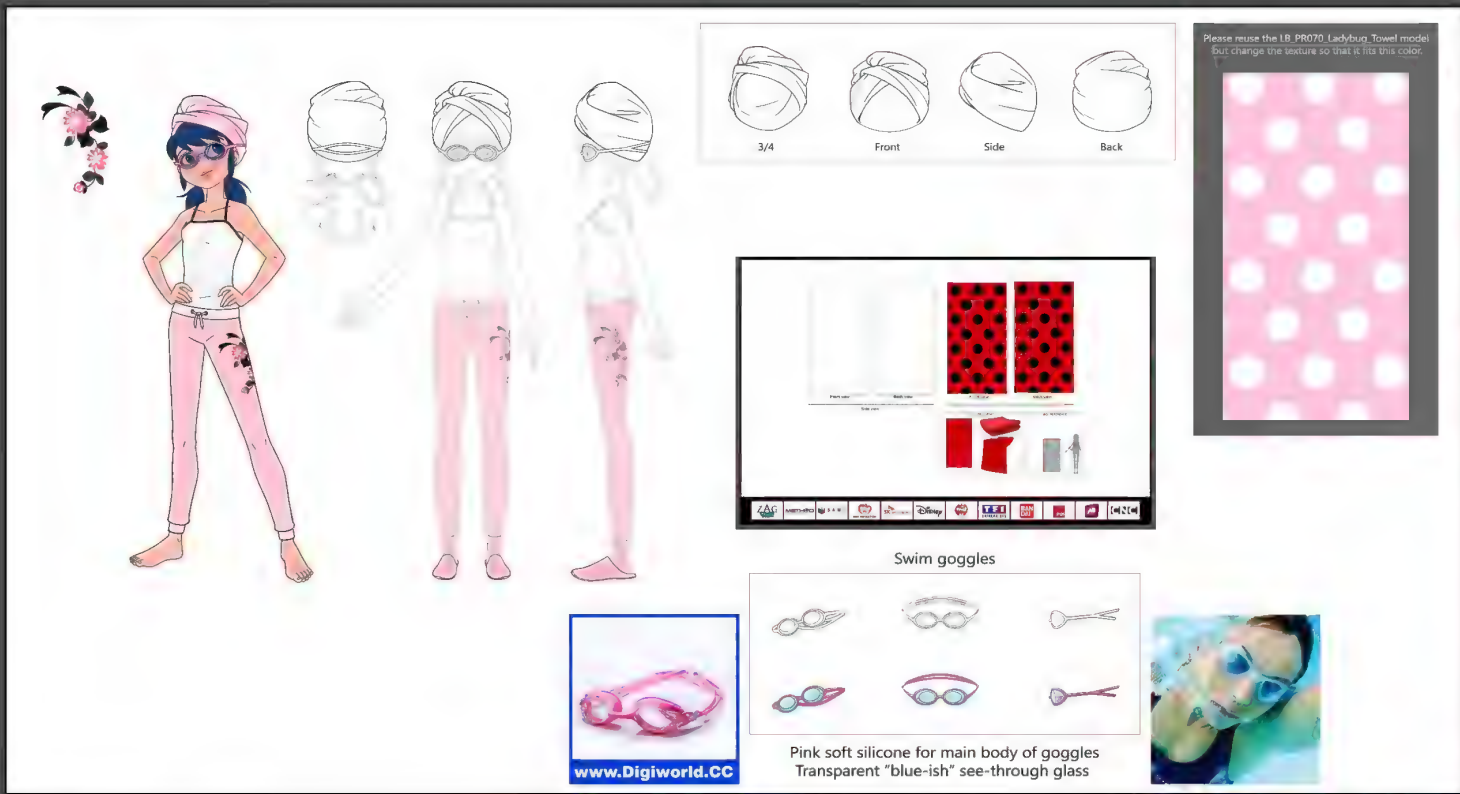




3D model



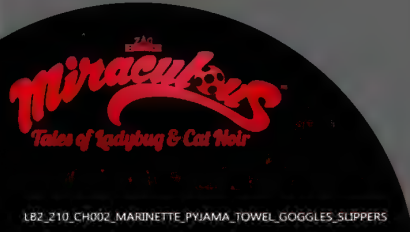
LB2_210_CH001_GORIZILLA



RELATION SIZE



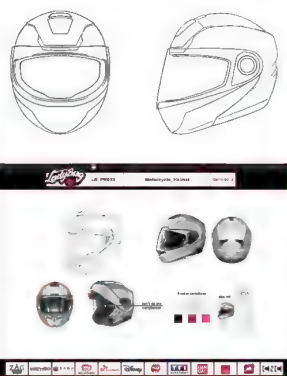
3D model



1 - Use Adrien's model body,
replace Adrien's head with Farid's head (LB2_CH05_Farid),
replace Adrien's skin color with Farid's skin color



2 - Use LB_PR033_Motorcycle_Helmet



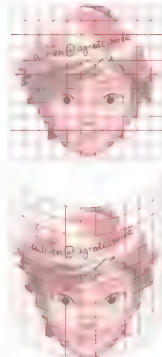
3 - Use LB2_210_PROO3_ADRIEN_CARDBOARD_FACE



LB2_210_CH003_FARID_DISGUISED_ADRIEN

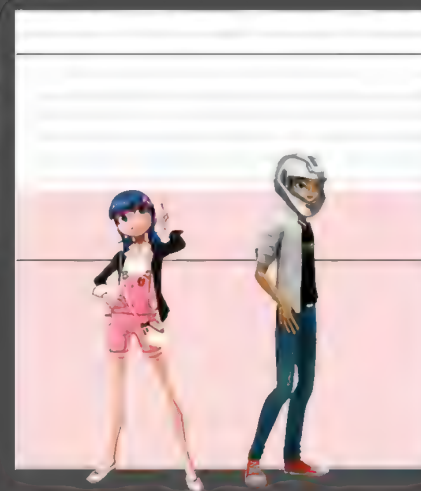


5 - Slide the cardboard inside the helmet to cover
Farid's face



Bend the cardboard to make sure the face follows the helmet opening

RELATION SIZE

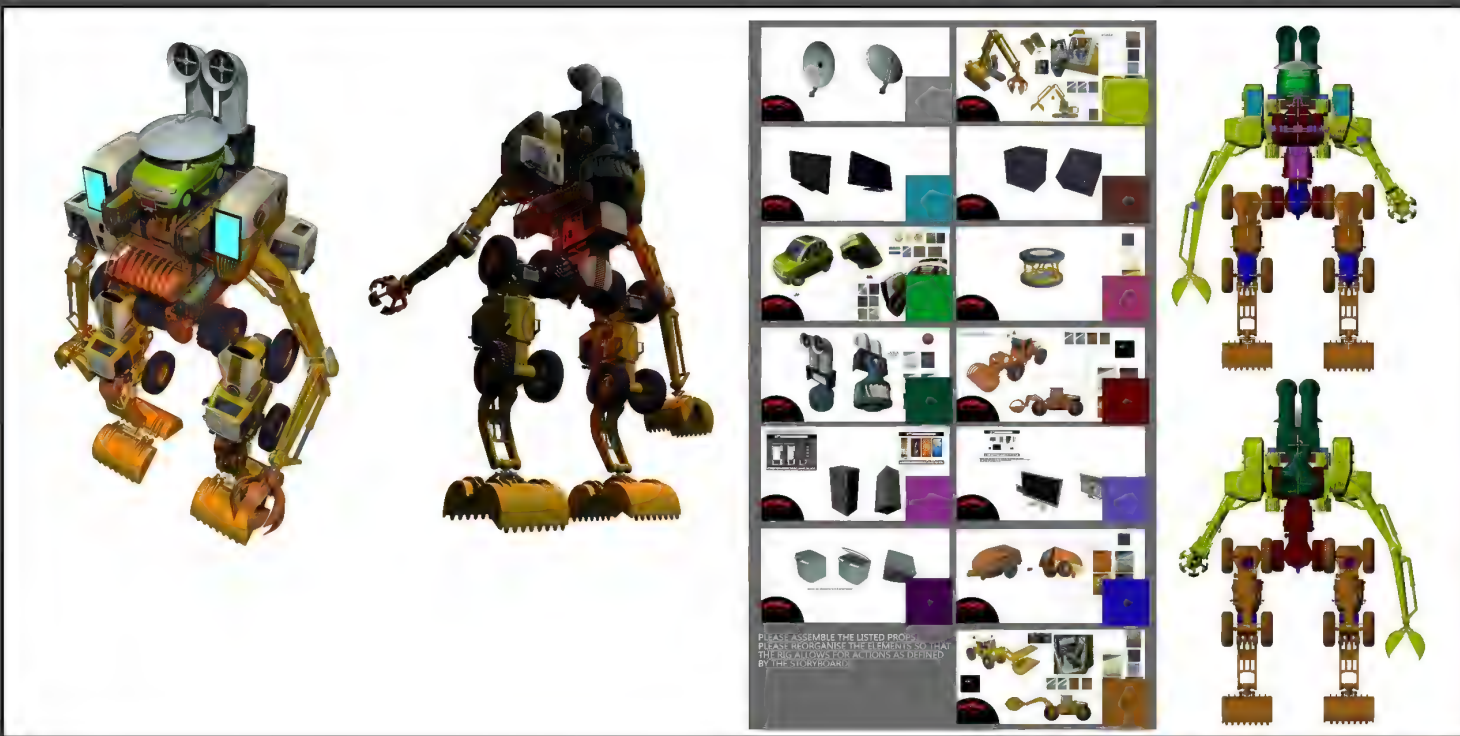


3D model

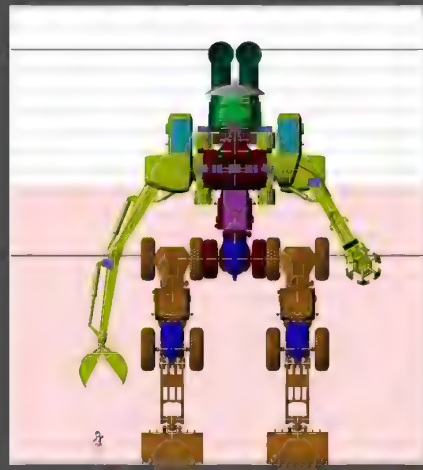


Miraculous
Tales of Ladybug & Cat Noir

LB2_210_CH003_WAYEM_DISGUISED_ADRIEN



RELATION SIZE

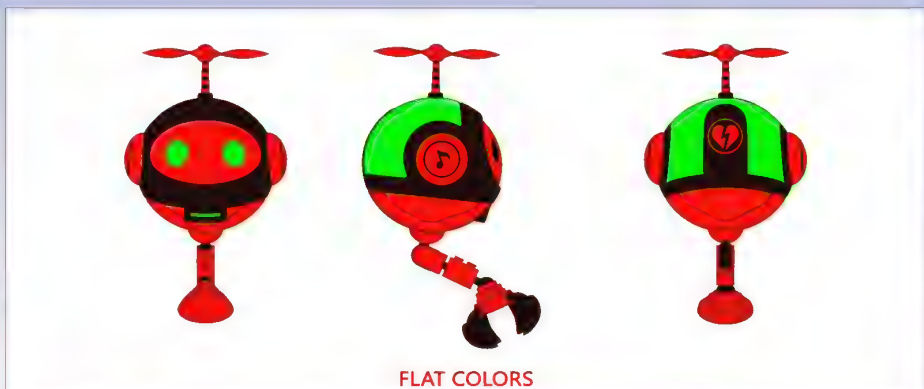
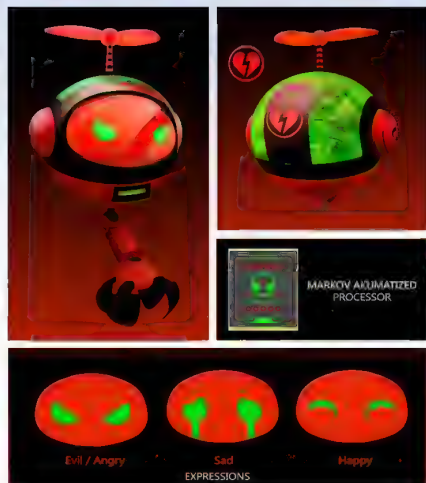


3D model



Miraculous
Tales of Ladybug & Cat Noir

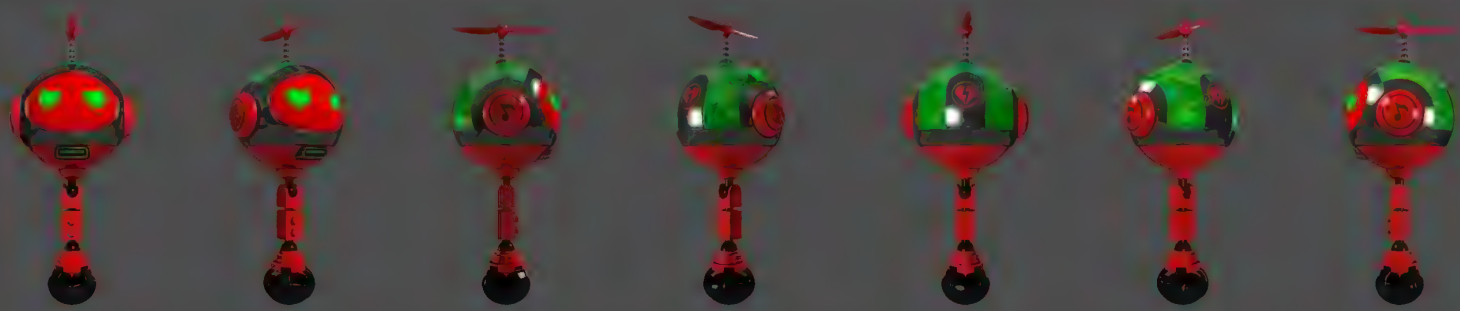
LB2_211_CH001_ROBOSTUS



RELATION SIZE

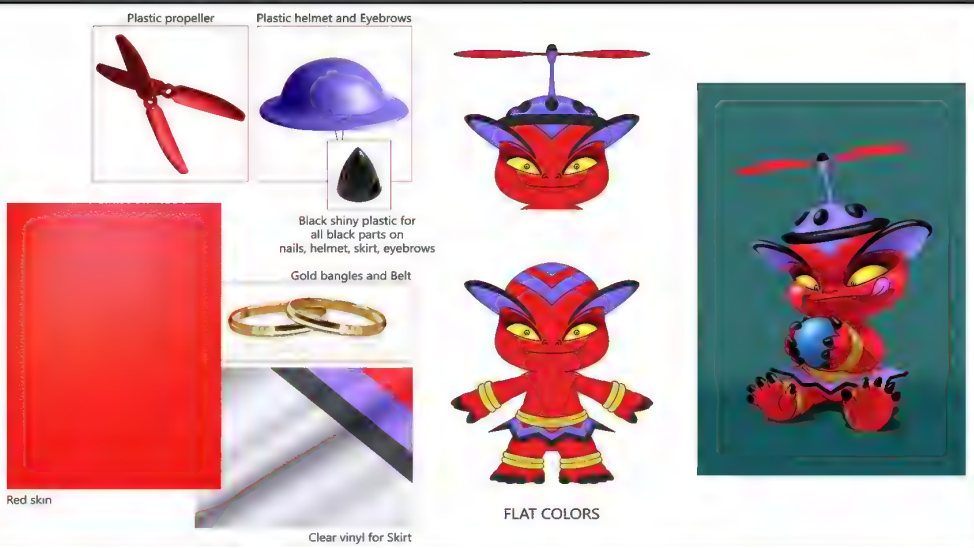


3D model

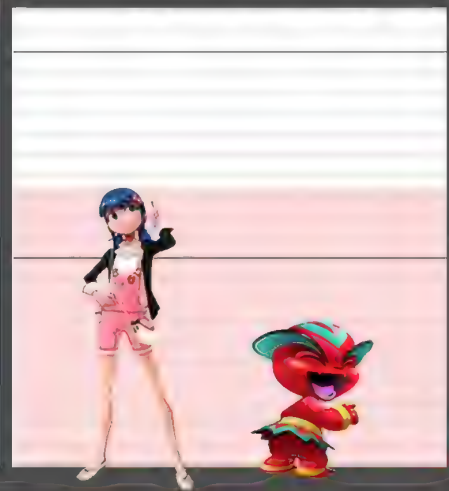


miraculous
Tales of Ladybug & Cat Noir

LB2_211_CH002_MARKOV_AKUMATIZED

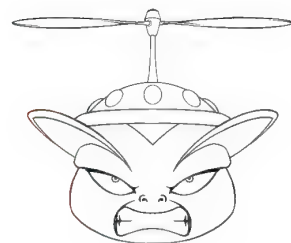


RELATION SIZE



3D model

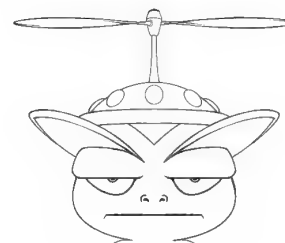




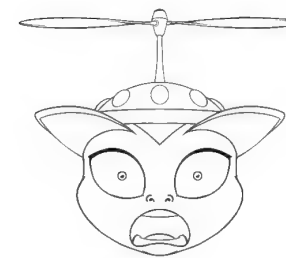
Extreme Anger



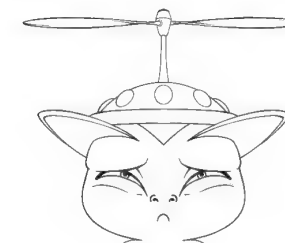
Extreme Happy



Impassive

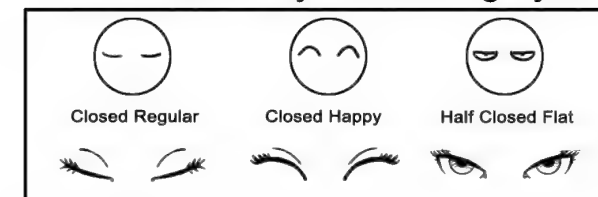


Surprise

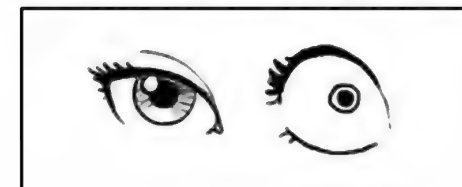


Sad

We need 3 ways of closing eyes

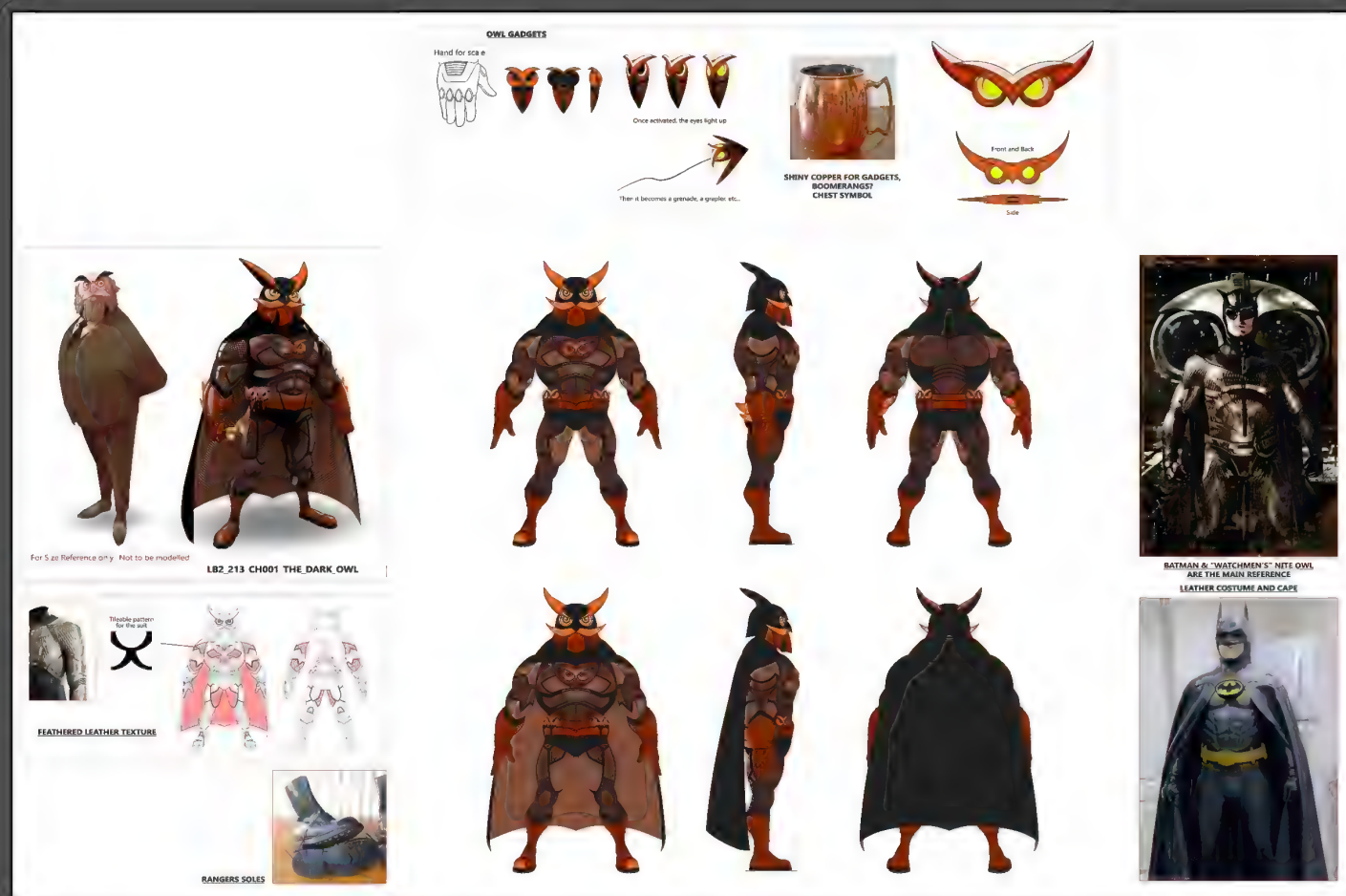


We need shrinking pupils



ZAG
Miraculous
Tales of Ladybug & Cat Noir

2017/07/20
LB2_212_CH001_SAPOTI_
EXPRESSIONS



For 5 as reference only. Not to be modelled.
LB2_213_CH001_THE DARK OWL

BATMAN & "WATCHMEN'S" NITE OWL ARE THE MAIN REFERENCE LEATHER COSTUME AND CAPE


3D model





Extreme Anger 



Extreme Happy 



Impassive 

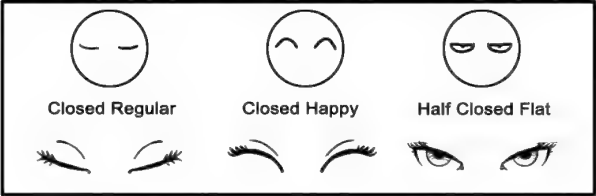


Surprise 

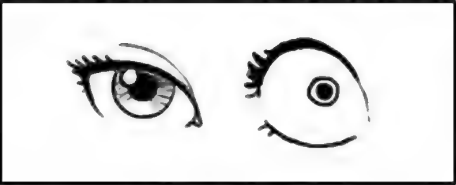


Sad 

We need 3 ways of closing eyes



We need shrinking pupils





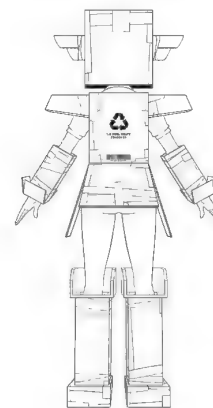
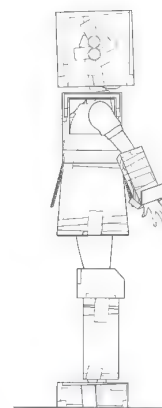
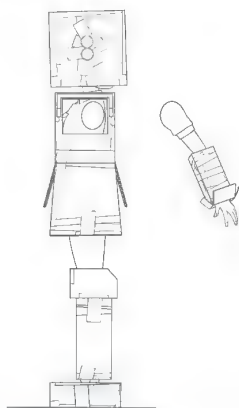
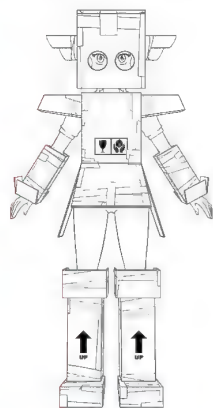
Miraculous

Tales of Ladybug & Cat Noir

2017/07/24

LB2_213_CH001_DARK_OWL_EXPRESSIONS

Alya uses Cardboard boxes to become the Cardboard Girl



RELATION SIZE



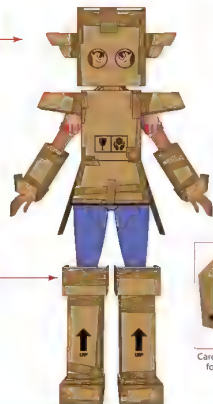
Global reference:
Costume is entirely made
out of cardboard boxes,
rolls and packing tape



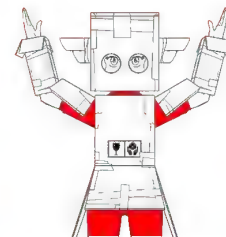
Cardboard rolls reference
for the "horns"



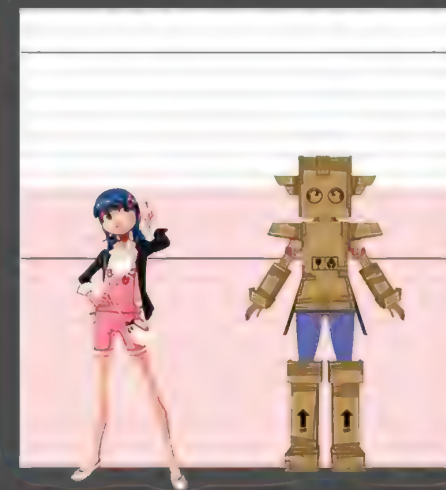
Packing Tape reference



Cardboard Box reference
for color and texture



Shoulder pads articulate to allow arms movements

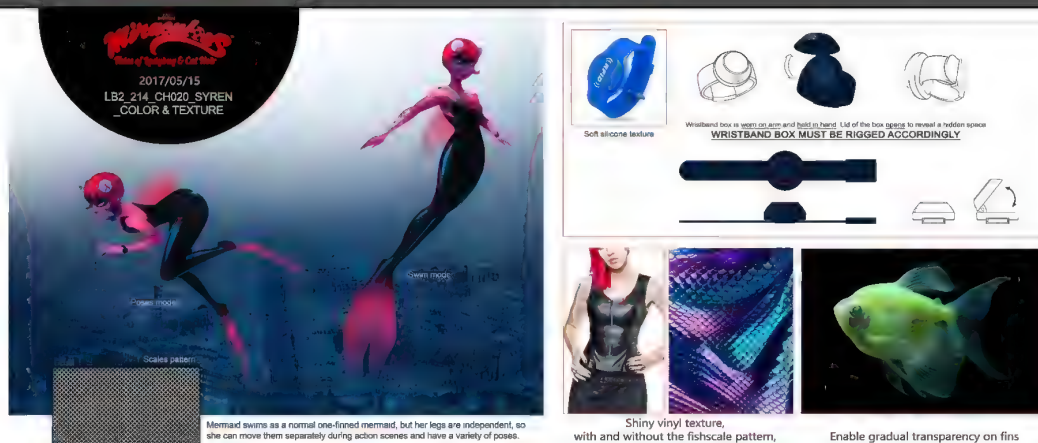


3D model



miraculous
Tales of Ladybug & Cat Noir

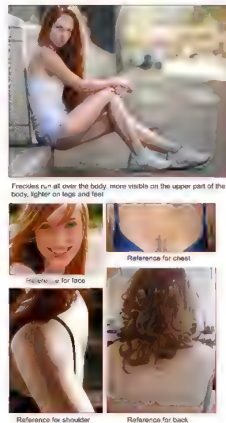
LB2_213_CH003_ALYA_CARDBOARD_GIRL_SUIT



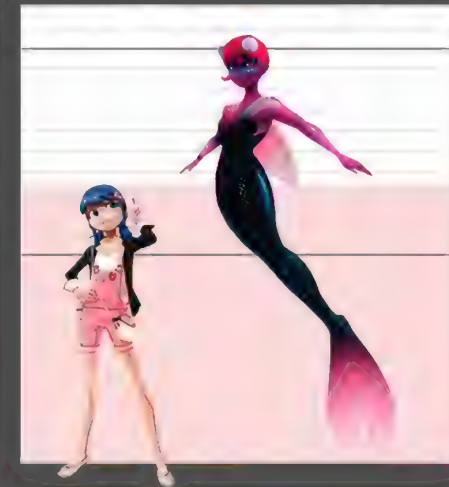
Mermaid swims as a normal one-finned mermaid, but her legs are independent, so she can move them separately during action scenes and have a variety of poses.

Shiny vinyl texture, with and without the fishscale pattern, for the Syren body suit

Enable gradual transparency on fins from body to tips



RELATION SIZE



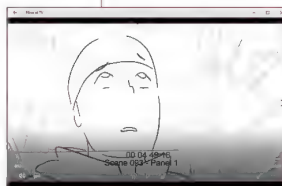
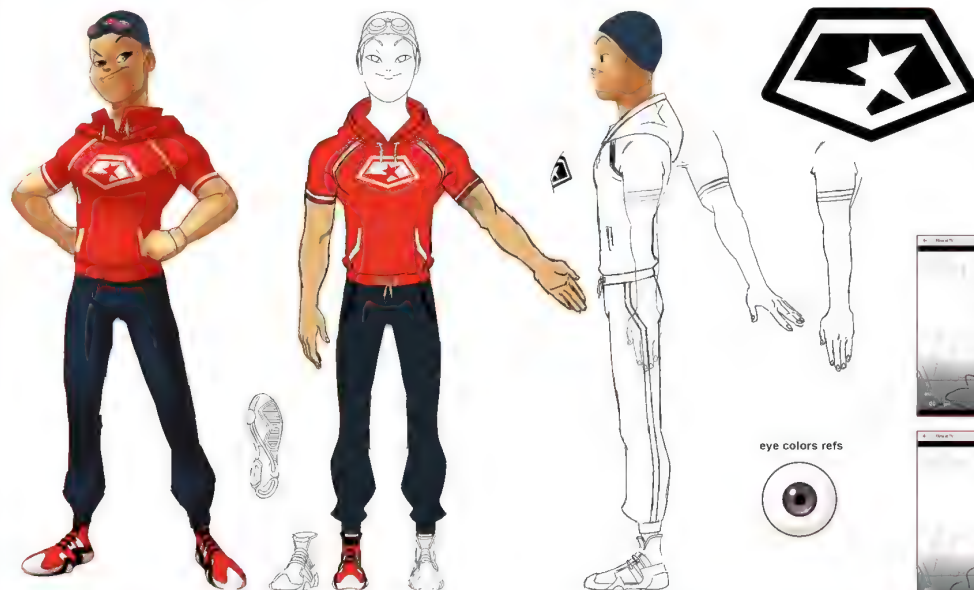
3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_214_CH001_SYREN

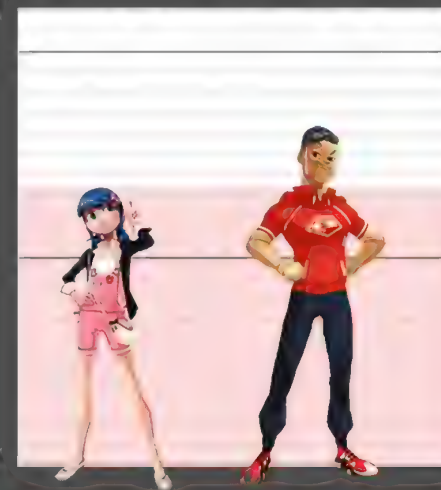
LB1_100_CH013_KIM s body with Head coming from LB2_200_CH021_KIM_SWIM Model



IMPORTANT
Action reveals Kim removing his swimming cap

When modelling the character,
RIGGING OF THE CAP
MUST BE MADE ACCORDINGLY

RELATION SIZE



3D model

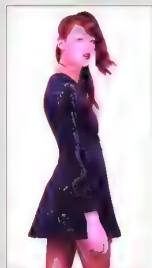


miraculous
Tales of Ladybug & Cat Noir

LB2_214_CH002_KIM_SWIMMING_CAP



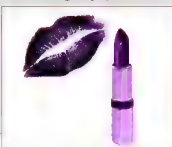
Dark Purple Velvet dress



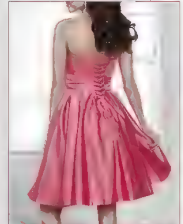
Matte plastic for hairpicks and balls (on head and hands)



Polished metal body and glossy lipstick



Satin texture patchwork for shoulders, lower skirt, chest and mask



Pink Velvet thighs for arms and legs



Lips without Lipstick



FLAT COLORS

Leather boots



RELATION SIZE



3D model

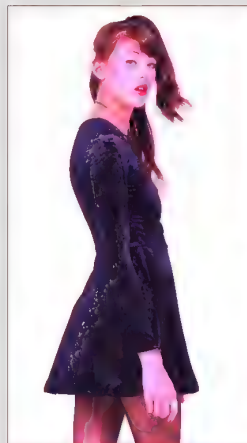


miraculous
Tales of Ladybug & Cat Noir

LB2_215_CH001_ZOMBIZOU



Dark Purple Velvet dress



Matte plastic for hairpicks and balls (on head and hands)

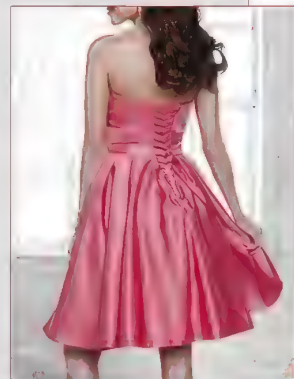


Polished metal body and glossy lipstick



Top
Bottom
LIPSTICK

Satin texture patchwork for shoulders, lower skirt, chest and mask



Pink Velvet thighs for arms and legs



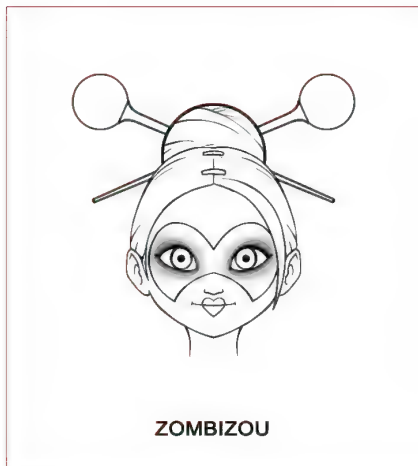
Lips without Lipstick



FLAT COLORS


Leather boots





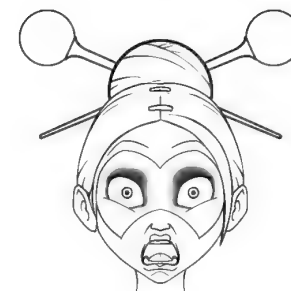
Extreme Anger 



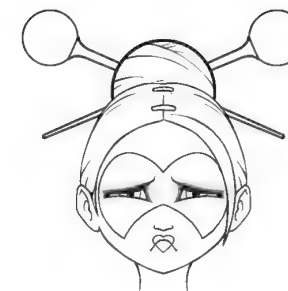
Extreme Happy 




Impassive 

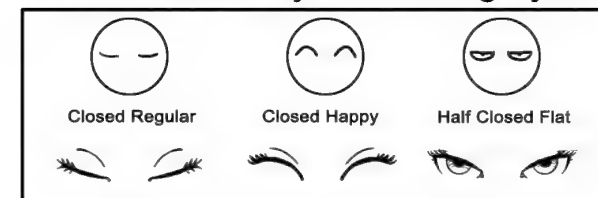


Surprise 

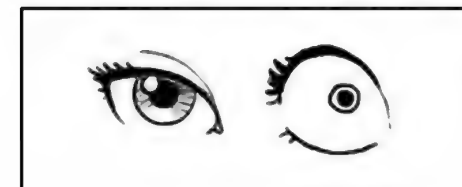


Sad 

We need 3 ways of closing eyes

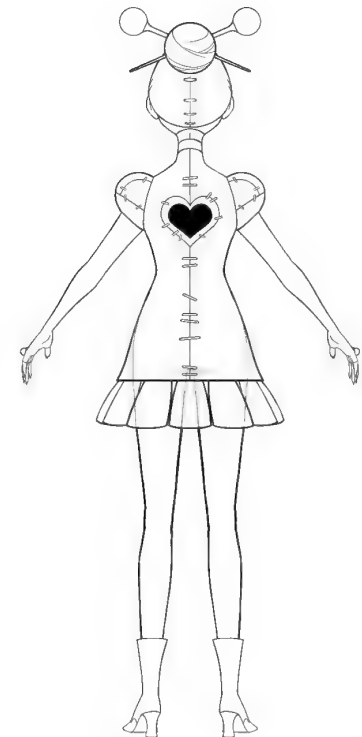
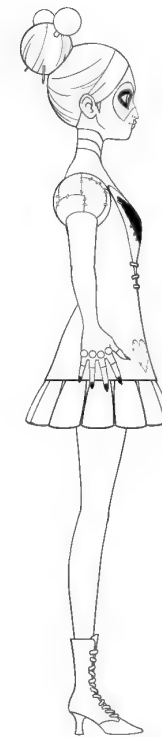
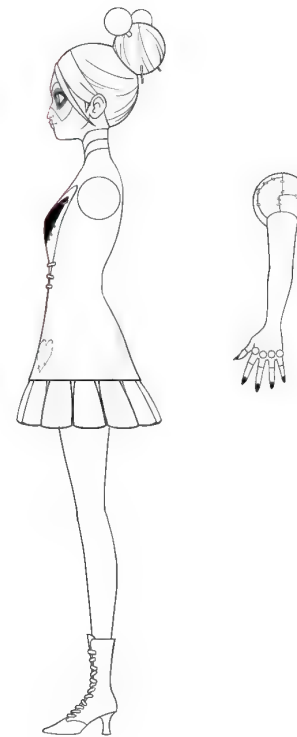
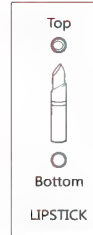


We need shrinking pupils

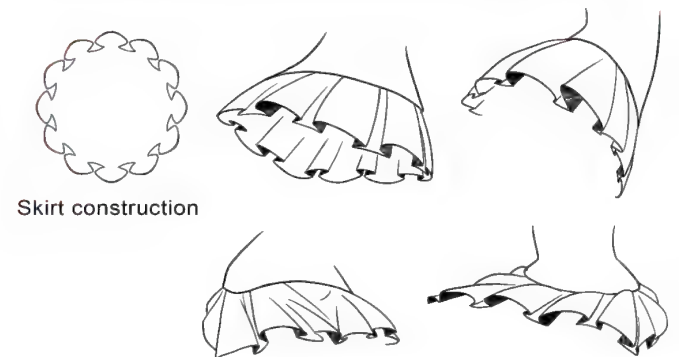


LB2_215_CH001_ZOMBIZOU

Mme Bustier



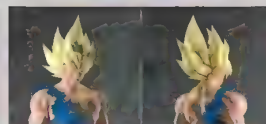
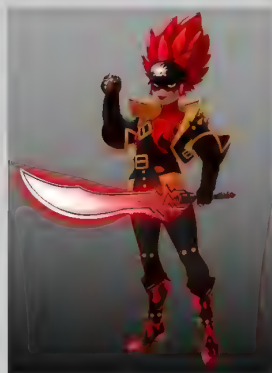
Rigging must anticipate movement, torsion, sitting etc...



Zombizou's Character is based on LB_CH21_Miss Bustier's Character

miraculous
Tales of Ladybug & Cat Noir

30/09/2016
LB2_215_CH001_ZOMBIZOU_TURN



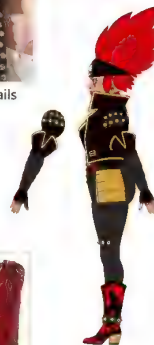
Hair reference



Leather suit texture (trousers, top, jacket, gloves, headband)



Golden nails



Gold buckles



CAPTAIN HARDROCK LOGO



CAPTAIN HARDROCK SWORD



Chinese war sword reference



Blade
Front

Sword
Side

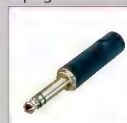
Handle
Front

Handle
Back



Energy FX

Jack plug ref. for handle



RELATION SIZE



3D model



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Tales of Ladybug & Cat Noir

LB2_216_CH001_CAPTAIN_HARDROCK

Ladybug for size reference only
Not to be modeled



AKUMATIZED



LB2_200_CH058_ANARKA



LB2_216_CH001_CAPTAIN_HARDROCK



CAPTAIN HARDROCK LOGO

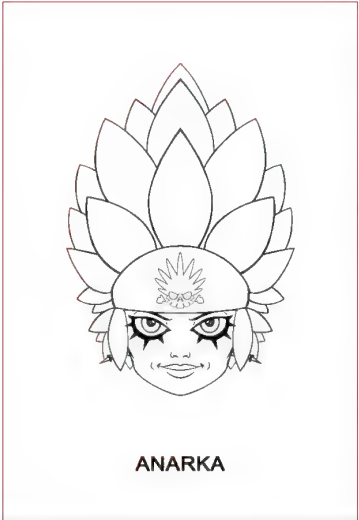


CAPTAIN HARDROCK SWORD

Miraculous
Tales of Ladybug & Cat Noir

2017/01/17

LB2_216_CH001_CAPTAIN_HARDROCK




ANARKA



Extreme Anger 



Extreme Happy 



Impassive 

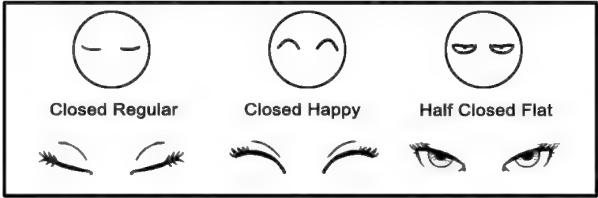


Surprise 

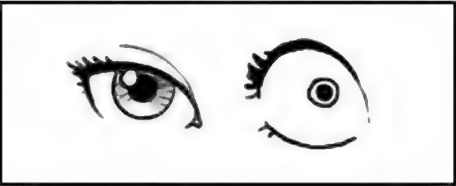


Sad 

We need 3 ways of closing eyes



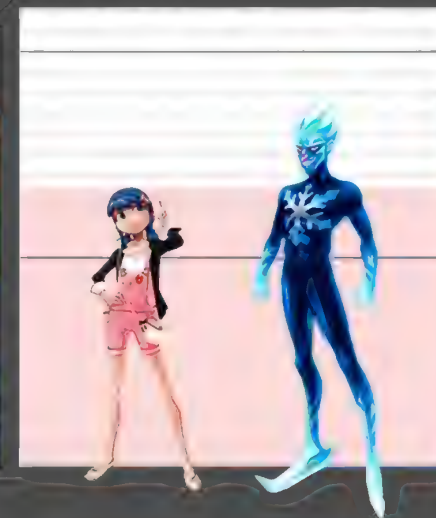
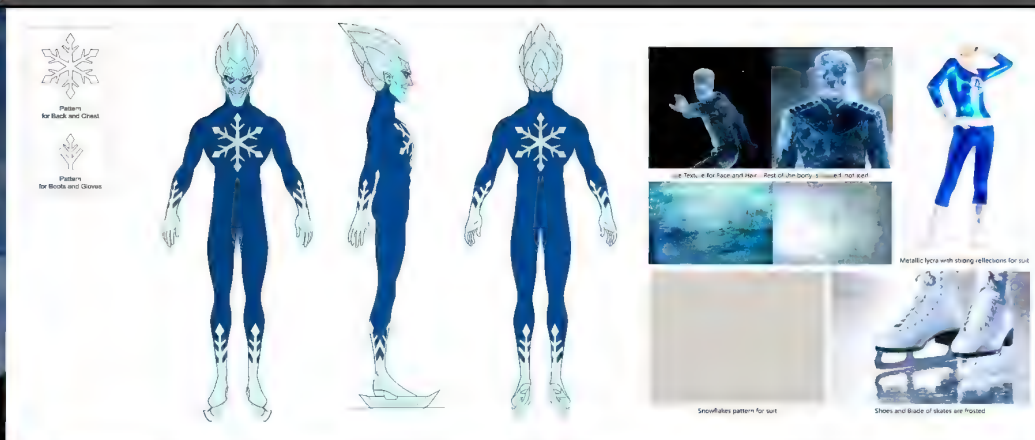
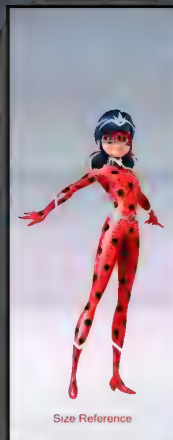
We need shrinking pupils



ZAG
Miraculous
Tales of Ladybug & Cat Noir

2017/07/25
LB2_216_CH001_CAPTAIN_HARDROCK
EXPRESSIONS

RELATION SIZE

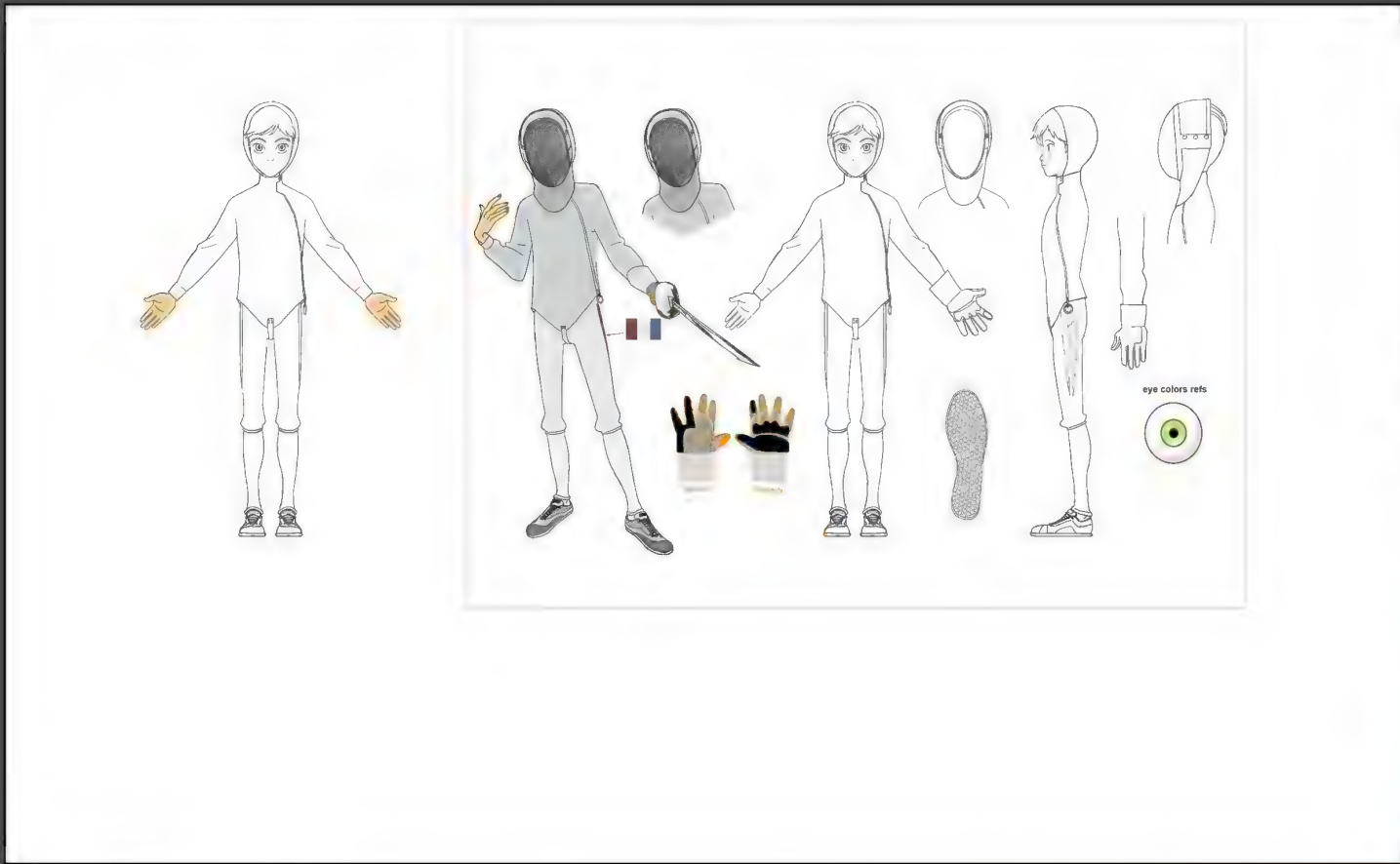


3D model

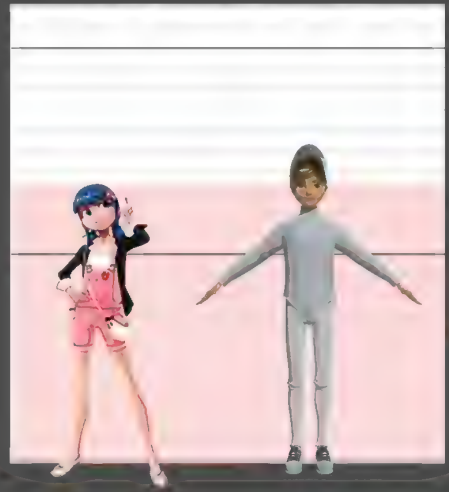


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Tales of Ladybug & Cat Noir

LB2_217_CH001_FROZER



RELATION SIZE



3D model



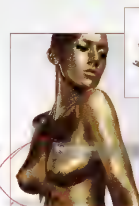
miraculous
Tales of Ladybug & Cat Noir

L82_217_CH002_ADRIEN_FENCING_SUIT_WITHOUT_GLOVE

Chloe & Mr Bourgeois are for Size reference only
Not to be modelled



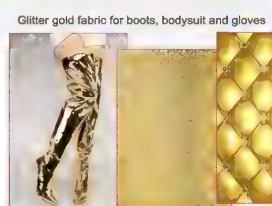
LB2_218_CH001_STYLE_QUEEN



Gold skin pattern



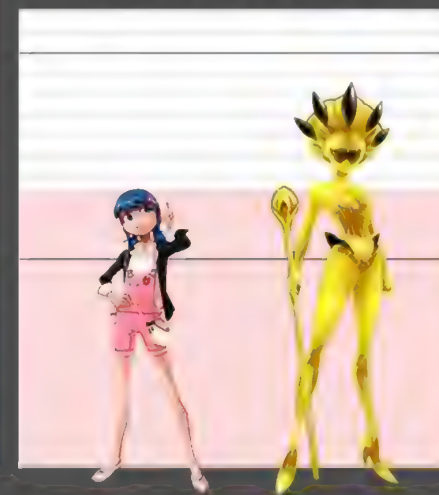
Glossy shiny sunglasses



Glitter gold fabric for boots, bodysuit and gloves

Censurer les seins. Ca peut être touchy d'envoyer ça dans un pays étranger. On ne sait jamais.

RELATION SIZE



3D model

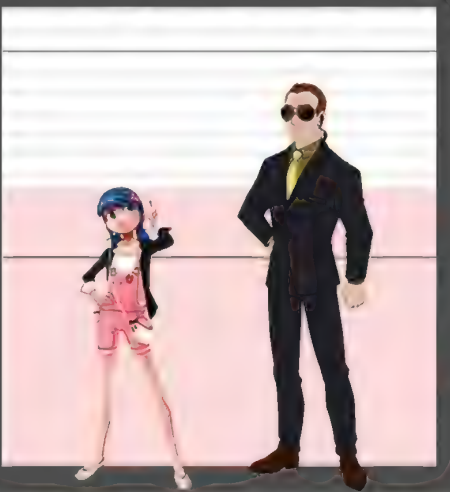


miraculous
Tales of Ladybug & Cat Noir

LB2_218_CH001_STYLE_QUEEN



RELATION SIZE

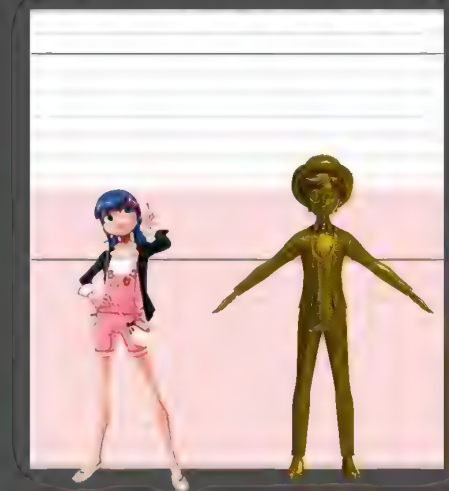


3D model



LB2_218_CH002_SECURITY_GUARD

RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

L82_218_CH003_ADRIEN_MODEL_PODIUM_GOLDEN_STATUE

RELATION SIZE



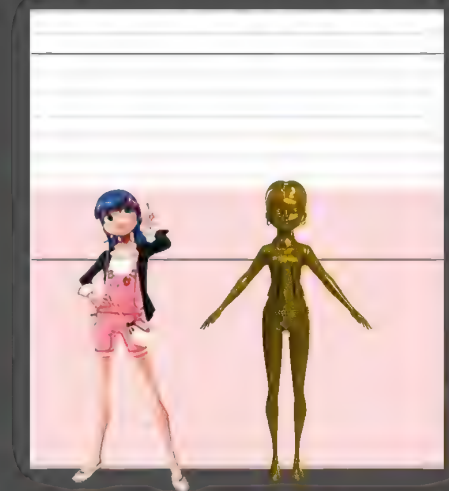
3D model



TALE
PRODUCTIONS
Miraculous
Tales of Ladybug & Cat Noir

LB2_218_CH004_MR_ANDRE_BOURGEOIS_GOLDEN_STATUE

RELATION SIZE



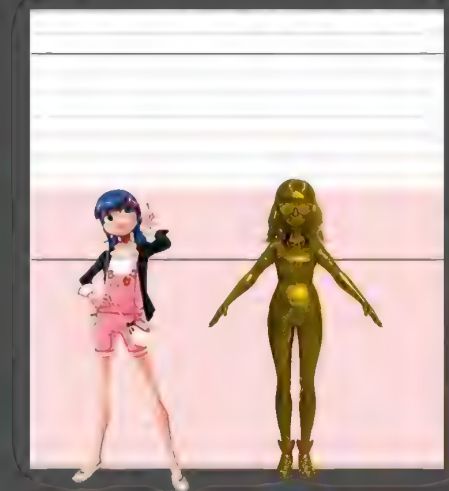
3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_218_CH005_CHLOE_GOLDEN_STATUE

RELATION SIZE

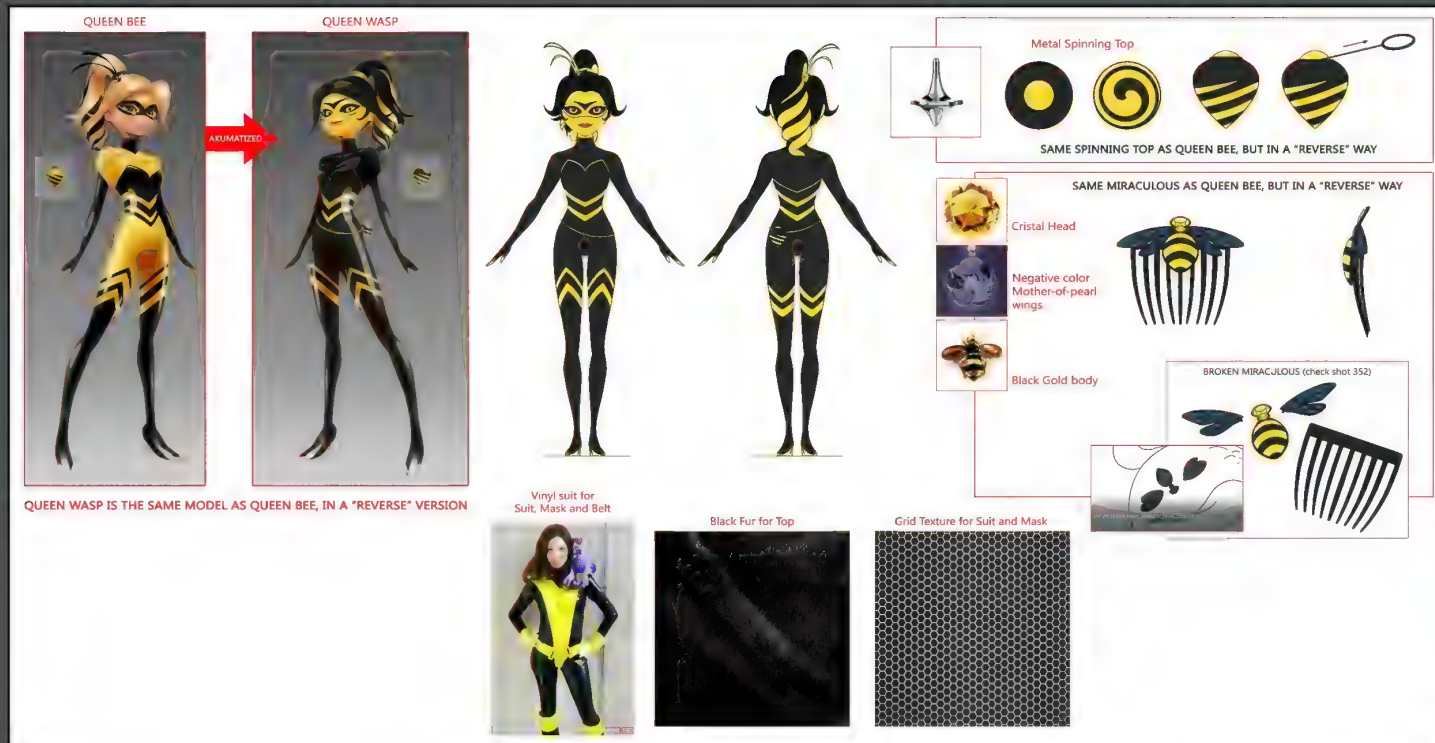


3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_218_CH006_ALYA_GOLDEN_STATUE

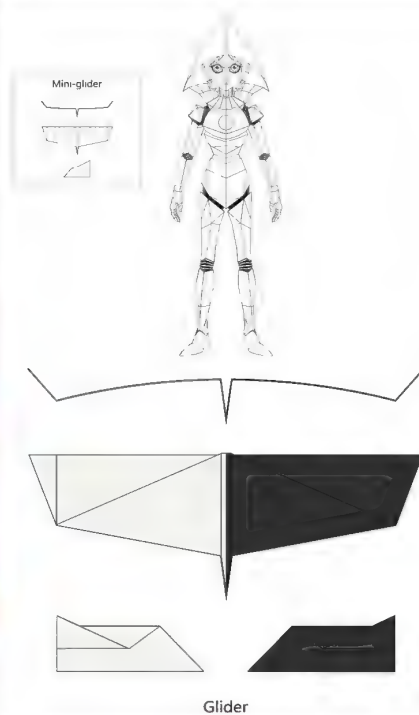


3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_219_CH001_QUEEN_WASP



RELATION SIZE



Treat Black & White,
like Positive and Negative



Grey-white paper texture

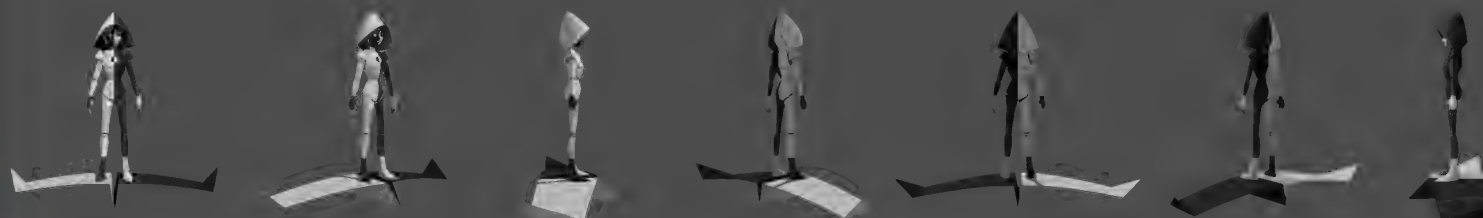


For the ref size of Reverser, thank you
to use the same ref size that Marc
(LB2_200_CH036_MARC_TURN_AROUND)
because Reverser is Marc's akumatized
(so they are the same size).



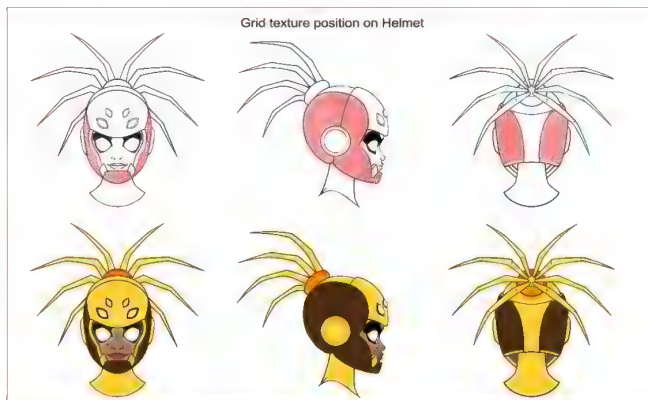
Accordion folds for joints

3D model

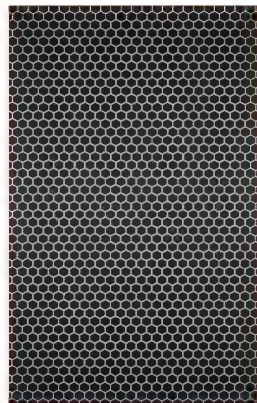


miraculous
Tales of Ladybug & Cat Noir

LB2_220_CH001_REVERSER



Lycra suit (Brown parts)
with shiny Vinyl parts (Yellow parts)
Spider logo and Hood/Hair are Vinyl.

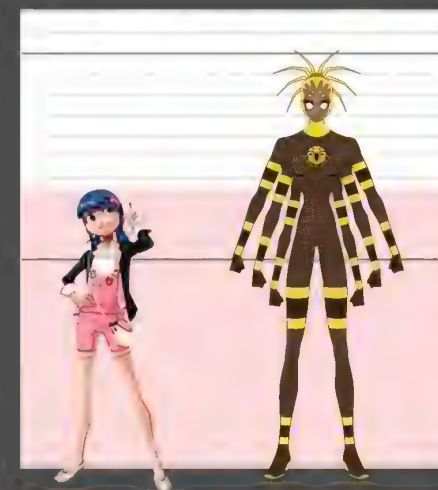


Grid texture on the Lycra suit



Posings feeling

RELATION SIZE



3D model

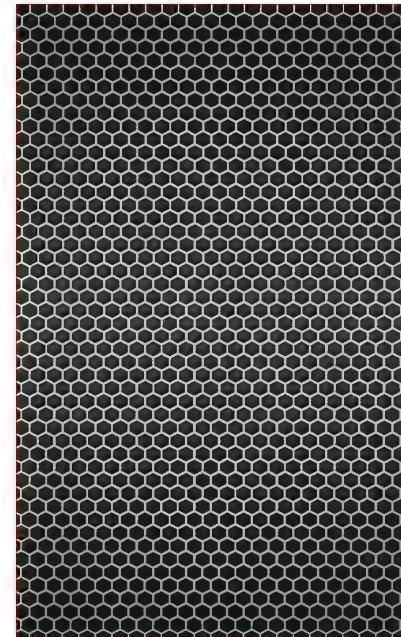
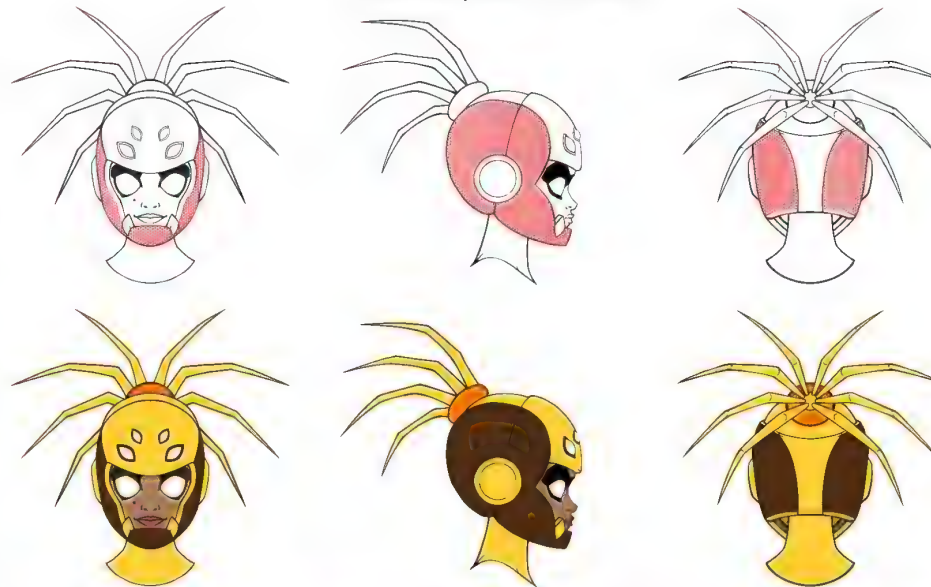


Miraculous
Tales of Ladybug & Cat Noir

LB2_221_CH001_ANANSI



Grid texture position on Helmet



Lycra suit (Brown parts)
with shiny Vinyl parts (Yellow parts)
Spider logo and Hood/Hair are Vinyl.

Grid texture on the Lycra suit

Posings feeling

Miraculous
Tales of Spidey & Cat Noir

2017/08/04

LB2_221_CH001_ANANSI_
COLOR & TEXTURE

Alya's Model is
for Size Reference only
Not to be modelled



NORA

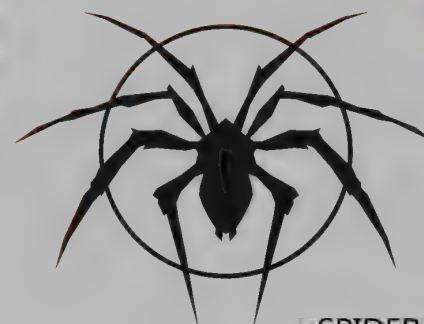


WITH BOXING HEADGEAR

AKUMATIZED



ANANSI



SPIDER LOGO

miraculous
Tales of Ladybug & Cat Noir

2017/07/11

LB2_221_CH001_ANANSI_CONCEPT_ART



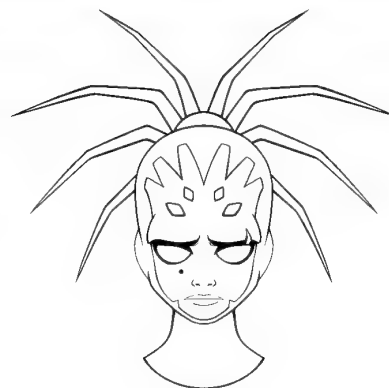
ANANSI



Extreme Anger



Extreme Happy



Impassive



Surprise

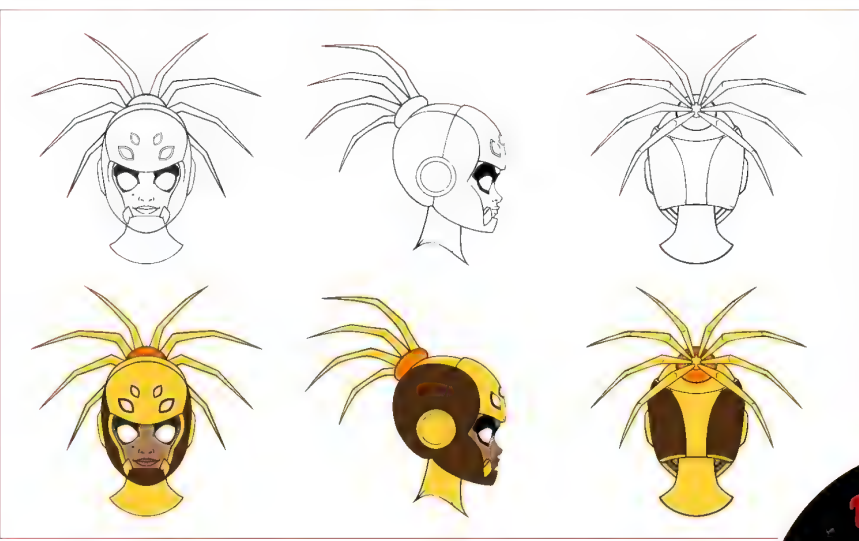
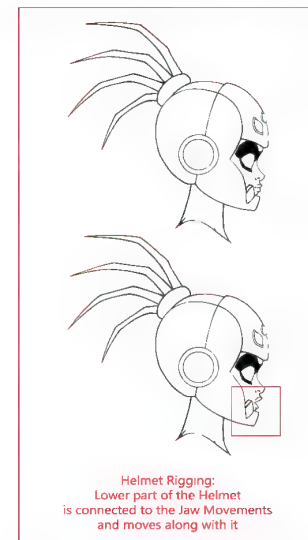
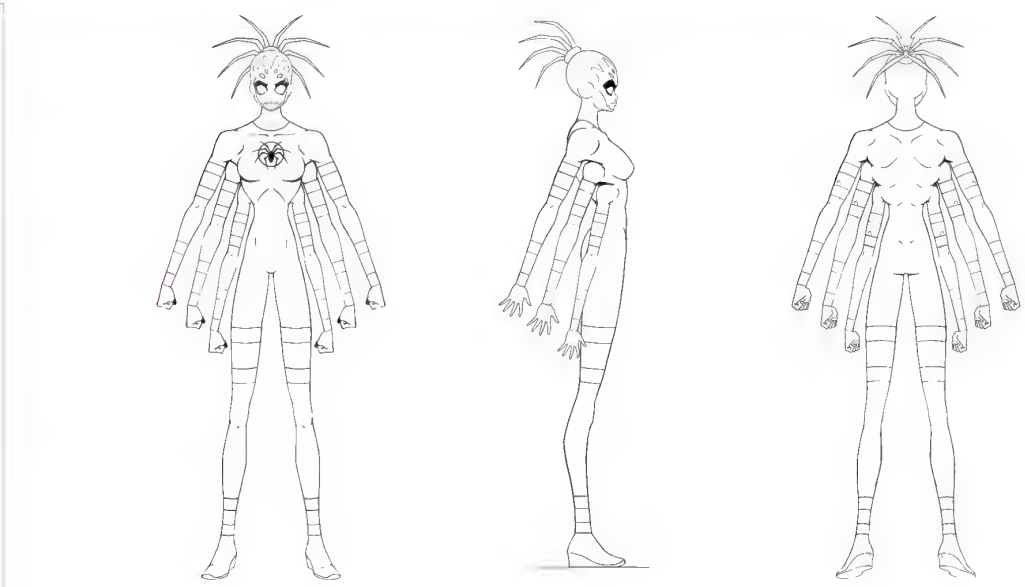


Sad



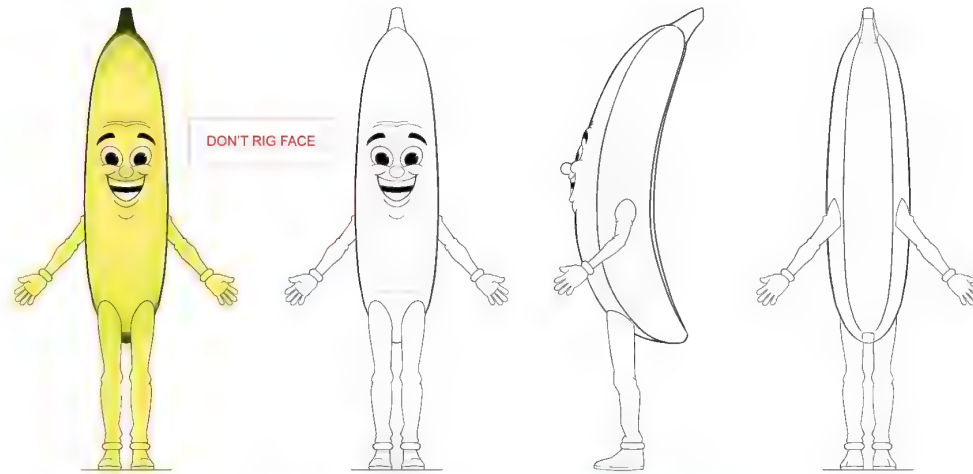
We need 3 ways of closing eyes



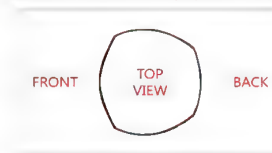




Banana skin texture for body
Cotton fabric for limbs



Use Adrien's silhouette and proportions to build the character inside the costume



Anticipate rigging of the banana
so it can bend, along with the character inside



RELATION SIZE



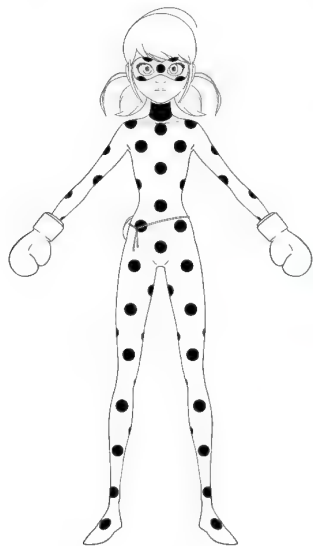
3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_221_CH002_BANANA_COSTUME

Use Ladybug's model and combine it with LB2_221_CH003_LADYBUG_BOXING_GLOVE



RELATION SIZE



3D model

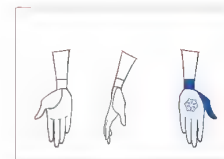


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Tales of Ladybug & Cat Noir

LB2_221_CH003_LADYBUG_BOXING_GLOVE



Generic Ice Skates to be adapted on any model feet
Laces must be rigged for actions, on the upper part



Change hands texture
to make them look like gloves



RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_221_CH004_NINO_ICE_SKATER_SUIT



Generic Ice Skates to be adapted on any model feet
Laces must be rigged for actions, on the upper part



We need at least these 3 positions:



Change hands texture
to make them look like gloves

Elbow
pads



Front



Side



Back

Knee
pads



RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_221_CH005_ALYA_ICE_SKATER_SUIT

Generic Ice Skates to be adapted on any model feet
Laces must be rigged for actions, on the upper part



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_221_CH006_NORA_ICE_SKATER_SUIT

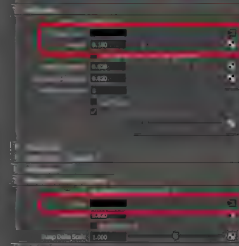


Use Chloe's regular Head (with mask) on Queen Bee's body
Use original texture design, but, remove the Grid texture and replace it with a Fabric texture

SHADER/MAP

Please reuse the same shader but modify the reflection color map and add a bump map

Example on Ladybug, as it was done for
LB2_209_CH003_MARINETTE_LADYBUG_SUIT_WITHOUT_MASK



Use this map for both parameters
LB100_c02_Marinette_Jumper_bp

RELATION SIZE



3D model

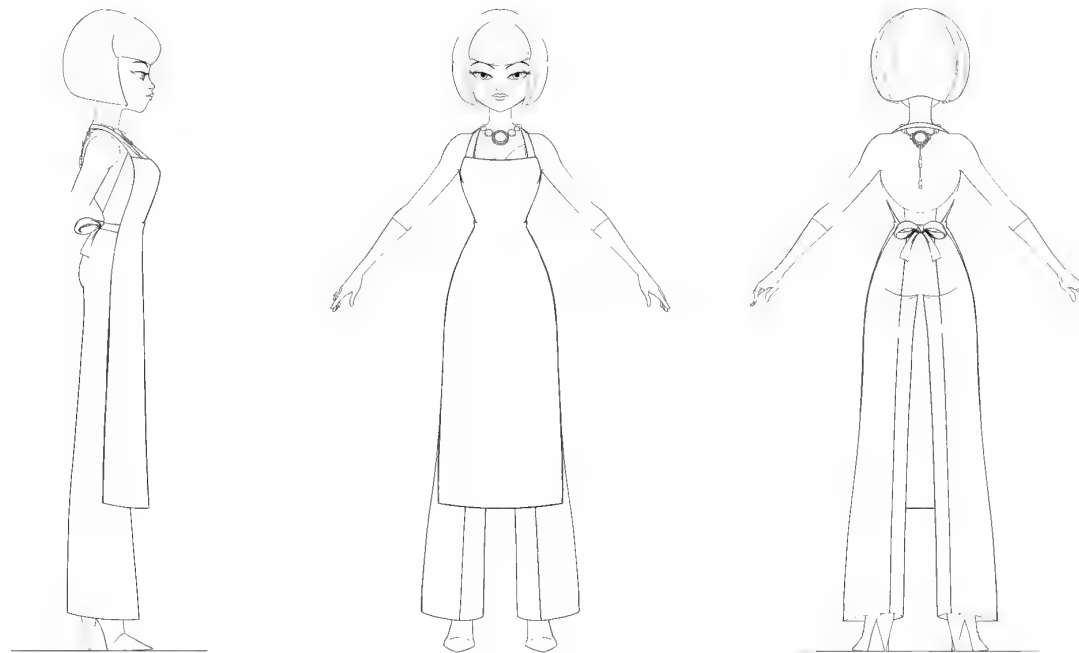


miraculous
Tales of Ladybug & Cat Noir

LB2_222_CH002_CHLOE_QUEEN_BEE_SUIT



Use LB2_200_CH033_AUDREY_BOURGEOIS's model, and mix it with with Apron, from LB2_200_CH060_MARINETTE_APRON



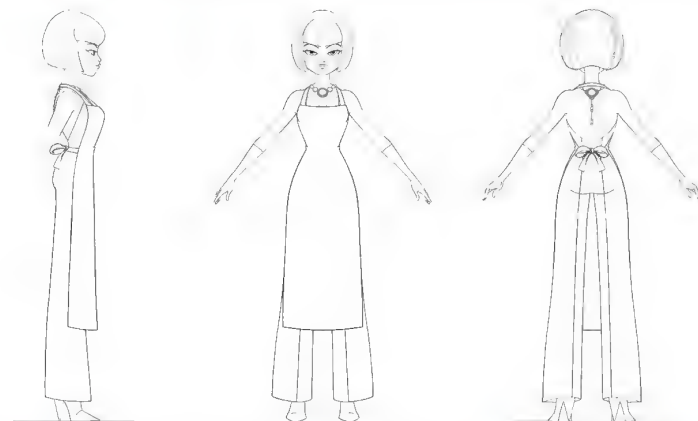
Miraculous
Tales of Ladybug & Cat Noir

2017/11/14

LB2_222_CH003_AUDREY_BOURGEOIS_APRON



Use LB2_200_CH033_AUDREY_BOURGEOIS's model, and mix it with with Apron, from LB2_200_CH060_MARINETTE_APRON



RELATION SIZE



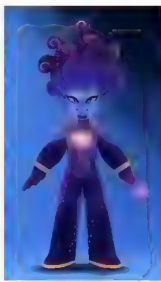
3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_222_CH003_MME_AUDREY_BOURGEOIS_APRON

For Size Reference only



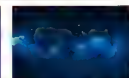
Overall shading:
Extremities (feet, hands, tentacles)
are darker than center of the body



Color transition:
Color tints between
tentacles and forehead, is blurry

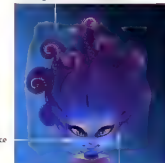


Stardust pattern on starry night background
for suit



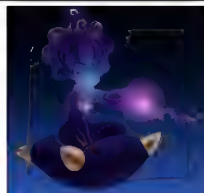
SUBTLETIES ON FACE

Glowing lines on tentacle hair



Stardust on face

Purple/Pink nuances on Nose, Ears, Cheeks



Glossy strong reflection on face
and body, tentacles, shoes



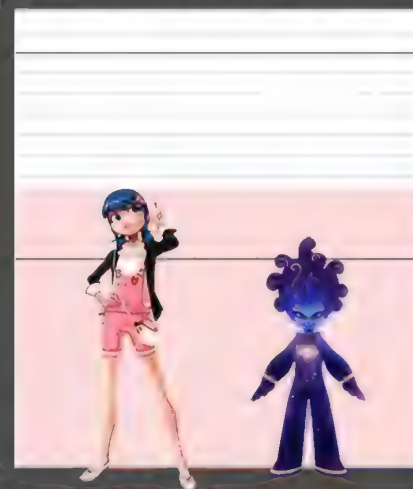
Combine the shiny long reflective of tentacles
and the glossy long reflective of tentacles



Put a Translucent pattern on the face



RELATION SIZE

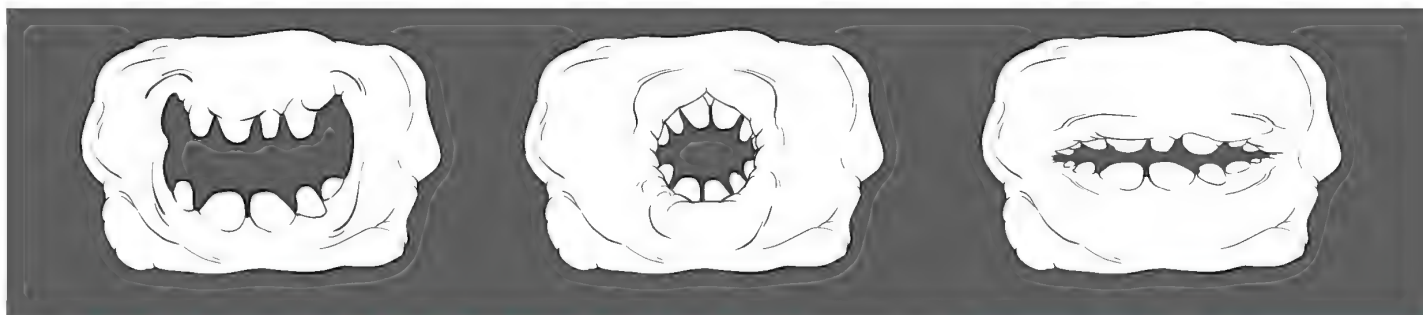


3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_223_CH001_SANDBOY



Pastry is supposed to talk. Rig it for Lips Synch



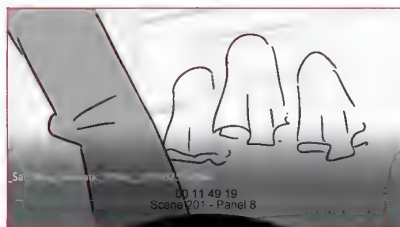
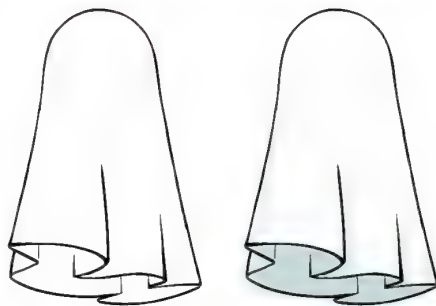
RELATION SIZE



3D model

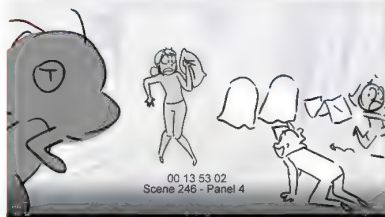


LB2_223_CH002_PASTRY_ALIVE

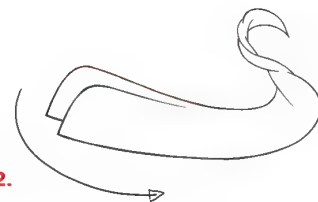


BED SHEET

Rig a blank sheet
to make it look like a ghost, and
to animate it like a whip



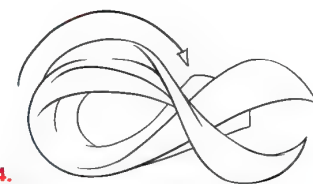
1.



2.



3.



4.

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_223_CH003_GHOST

#225 #224

CHARACTER



SCARLET CHARACTER



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_224_AN001_AKUMA_RED

SC363 #224

SCARLET CHARACTER

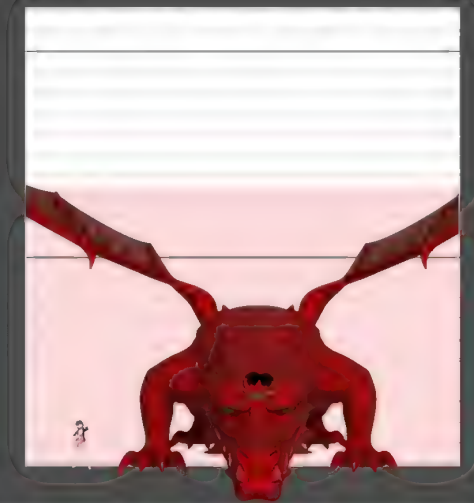


18.4x11.5x9.0cm

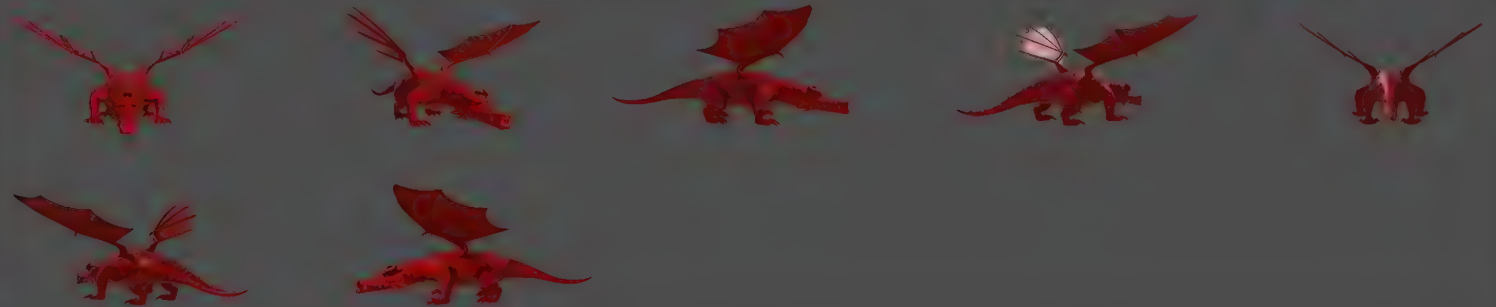


18.4x11.5x9.0cm

RELATION SIZE



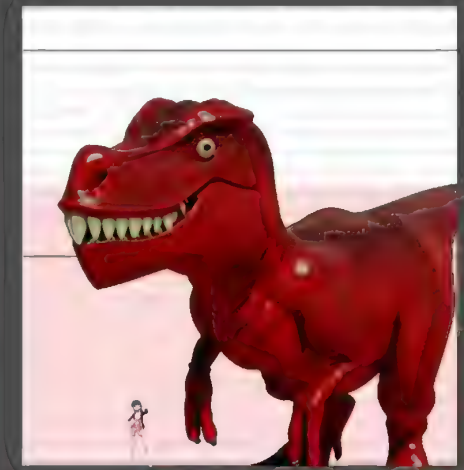
3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_224_AN002_SCARLET_DRAGON

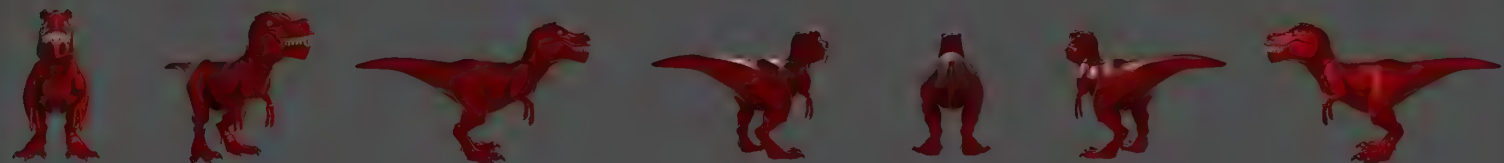
RELATION SIZE

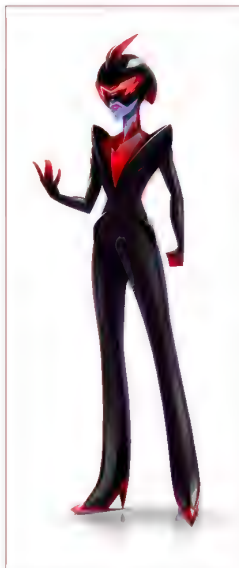


3D model

miraculous
Tales of Ladybug & Cat Noir

LB2_224_AN003_SCARLET_TREX

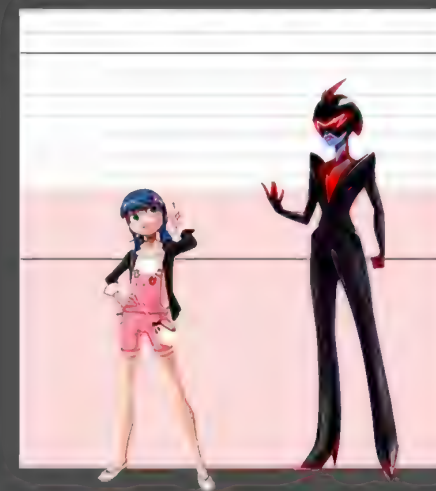




Catalyst character is connected to LB2_CH01_Collector character.
Use the same rendering technique and textures, for Catalyst costume



RELATION SIZE



3D model

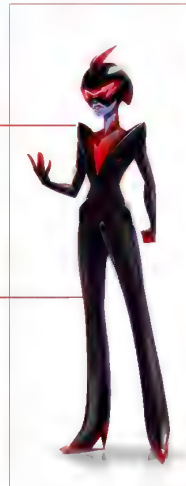
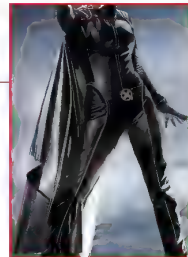


Miraculous
Tales of Ladybug & Cat Noir

LB2_224_CH001_CATALYST



Catalyst character is connected to LB2_CH01_Collector character
Use the same rendering technique and textures, for Catalyst costume



"Robocop", old and new, for Helmet reference

Leather suit



2017/10/05

LB2_224_CH01_CATALYST
COLOR & TEXTURE

LB1_100_CH033_NATHALIE

For Size Reference only



AKUMATIZED

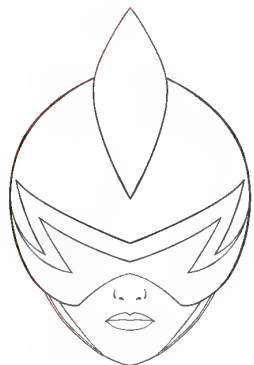


CATALYST

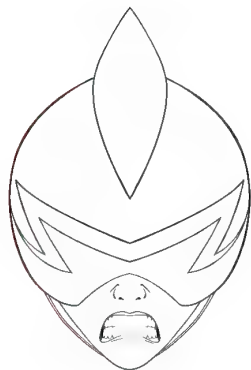
Miraculous
Tales of Ladybug & Cat Noir

2017/09/28

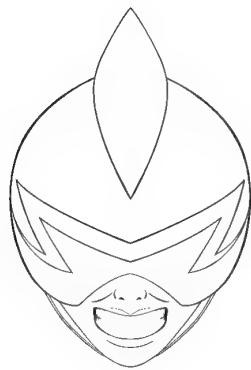
LB2_224_CH001_CATALYST_CONCEPT_ART



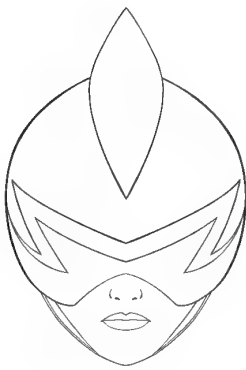
CATALYST



Extreme Anger 



Extreme Happy 




Impassive 



Surprise 



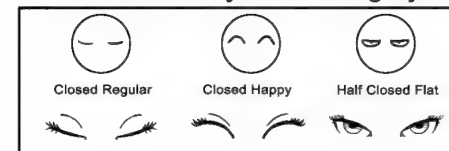
Sad 



We need shrinking pupils



We need 3 ways of closing eyes



miraculous
Tales of Ladybug & Cat Noir

2017/10/27
LB2_224_CH001_CATALYST
_EXPRESSIONS

#225 #224

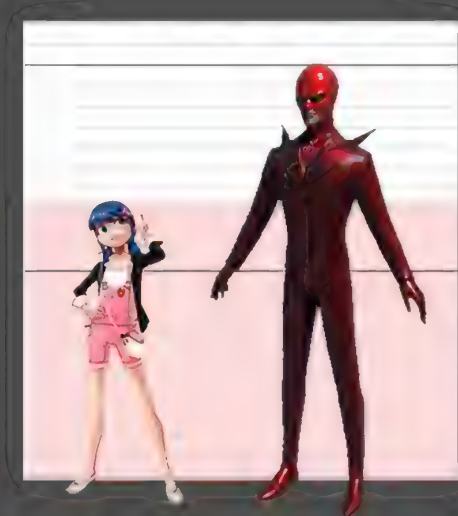
CHARACTER



SCARLET CHARACTER



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_224_CH002_SCARLET_MOTH

SC249 #224

FIRST AXUMATIZATION



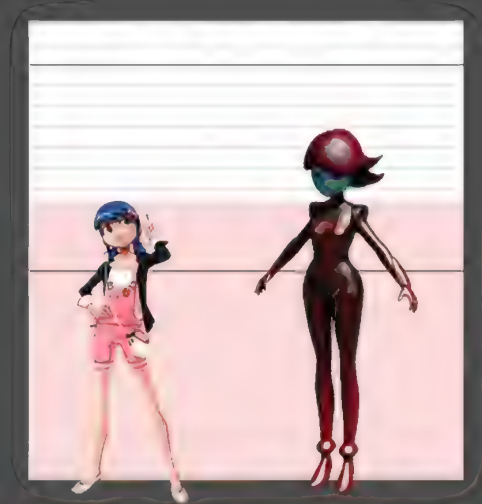
OBJECT AXUMATIZED



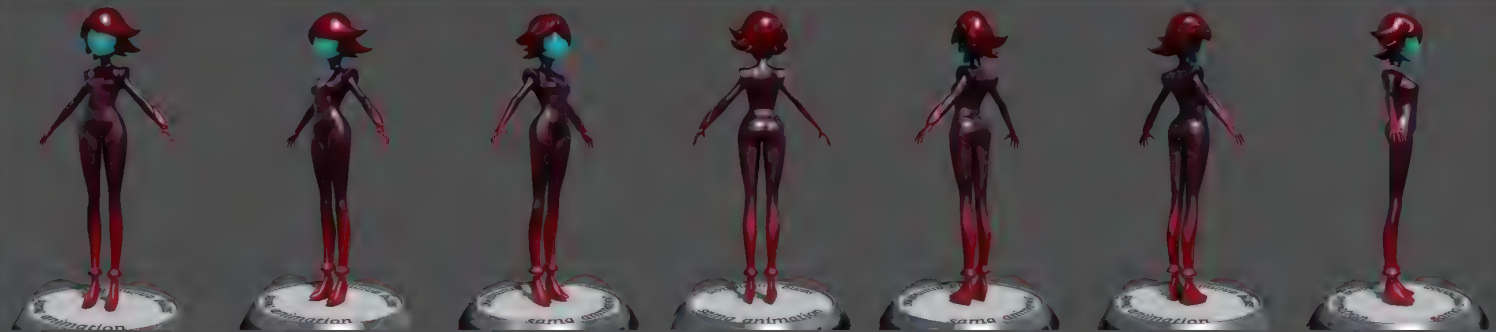
SCARLET CHARACTER



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_224_CH003_SCARLET_AUDIMATRIX

SC249 #224

FIRST ANIMATION



LB2_224_CH004_SCARLET_VILLAIN

OBJECT ANIMATED



LB2_224_CH004_SCARLET_VILLAIN_GUITAR

SCARLET CHARACTER

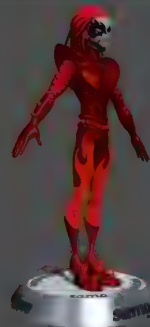


LB2_224_CH004_SCARLET_VILLAIN
LB2_224_CH004_SCARLET_VILLAIN_GUITAR

RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_224_CH004_SCARLET_VILLAIN

SC257 #224

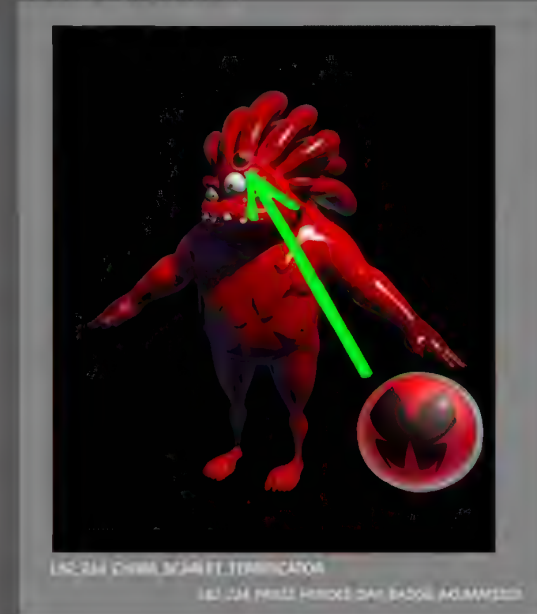
FIRST AKIMATIZATION



DIRECT ANIMATIZED



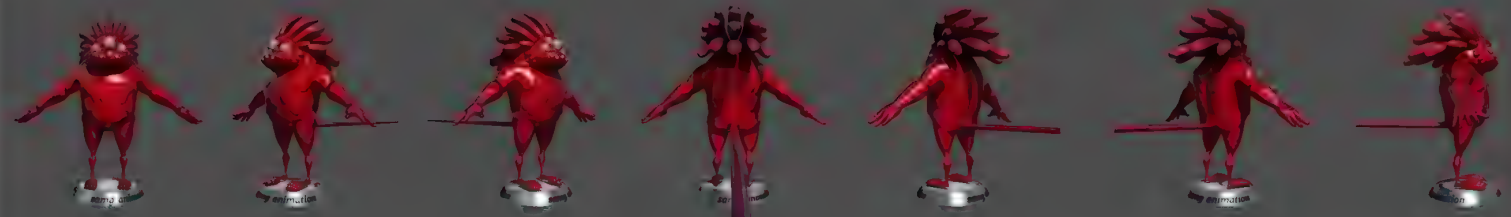
SCARLET CHARACTER



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

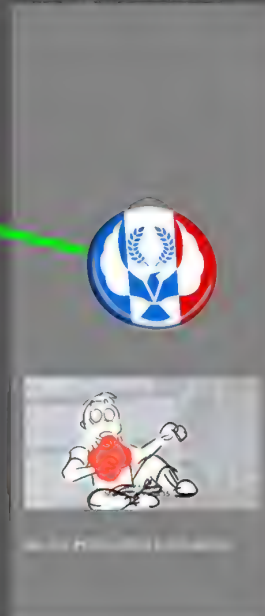
LB2_224_CH006_SCARLET_TERRIFICATOR

SC260 #224

FIRST ANIMATIZATION



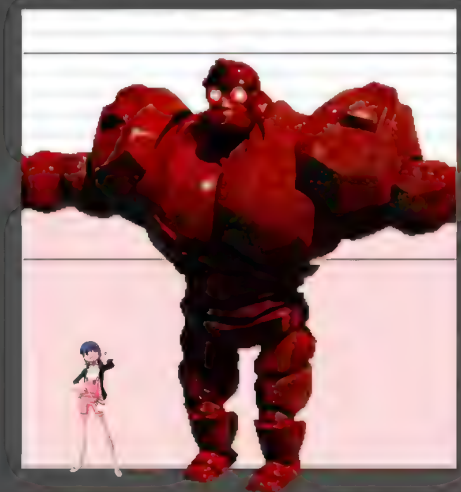
OBJECT ANIMATIZED



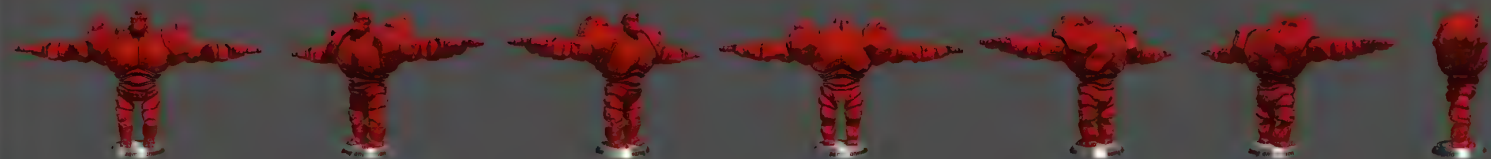
SCARLET CHARACTER



RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

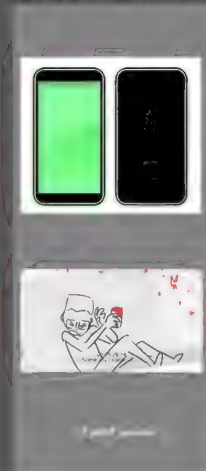
LB2_224_CH007_SCARLET_STONERHEART

SC262 #224

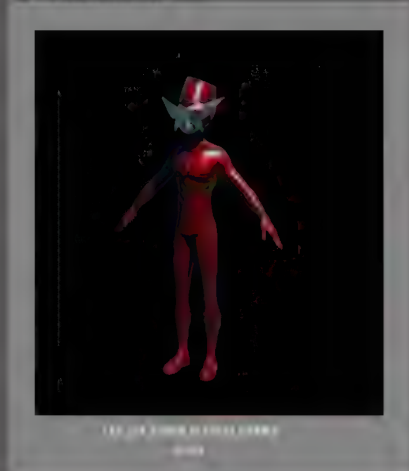
FORM ANIMATION



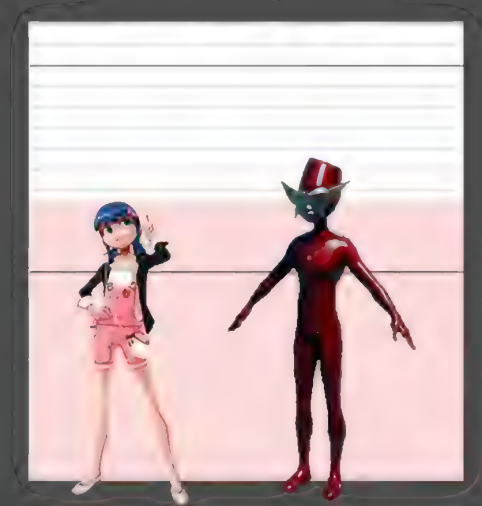
DRIVER ANIMATION



CHARACTER



RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_224_CH008_SCARLET_GAMER

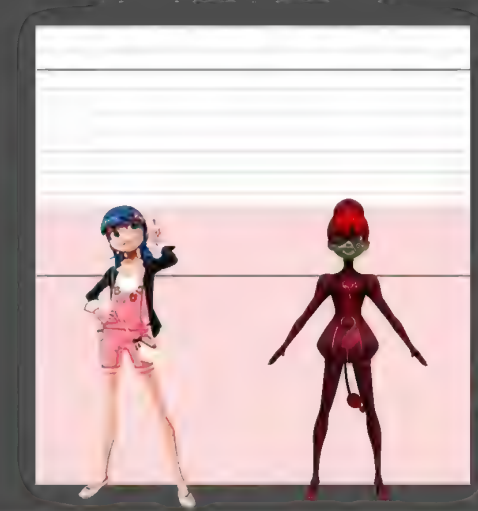
SC263 #224



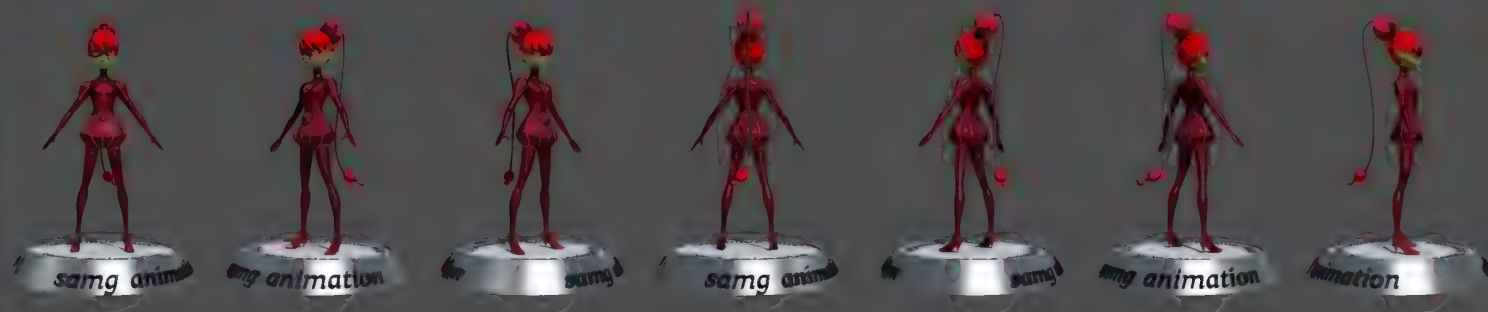
SC155 #225



RELATION SIZE

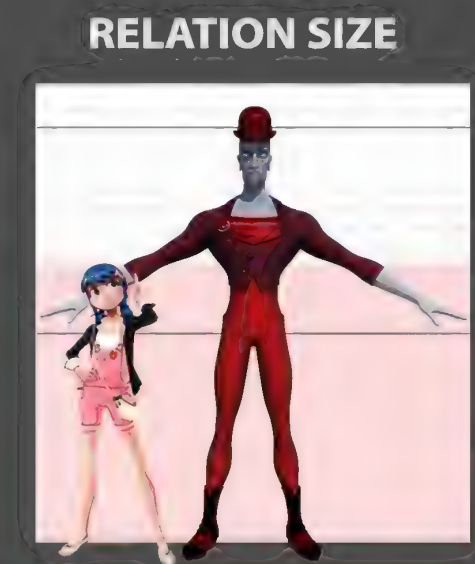
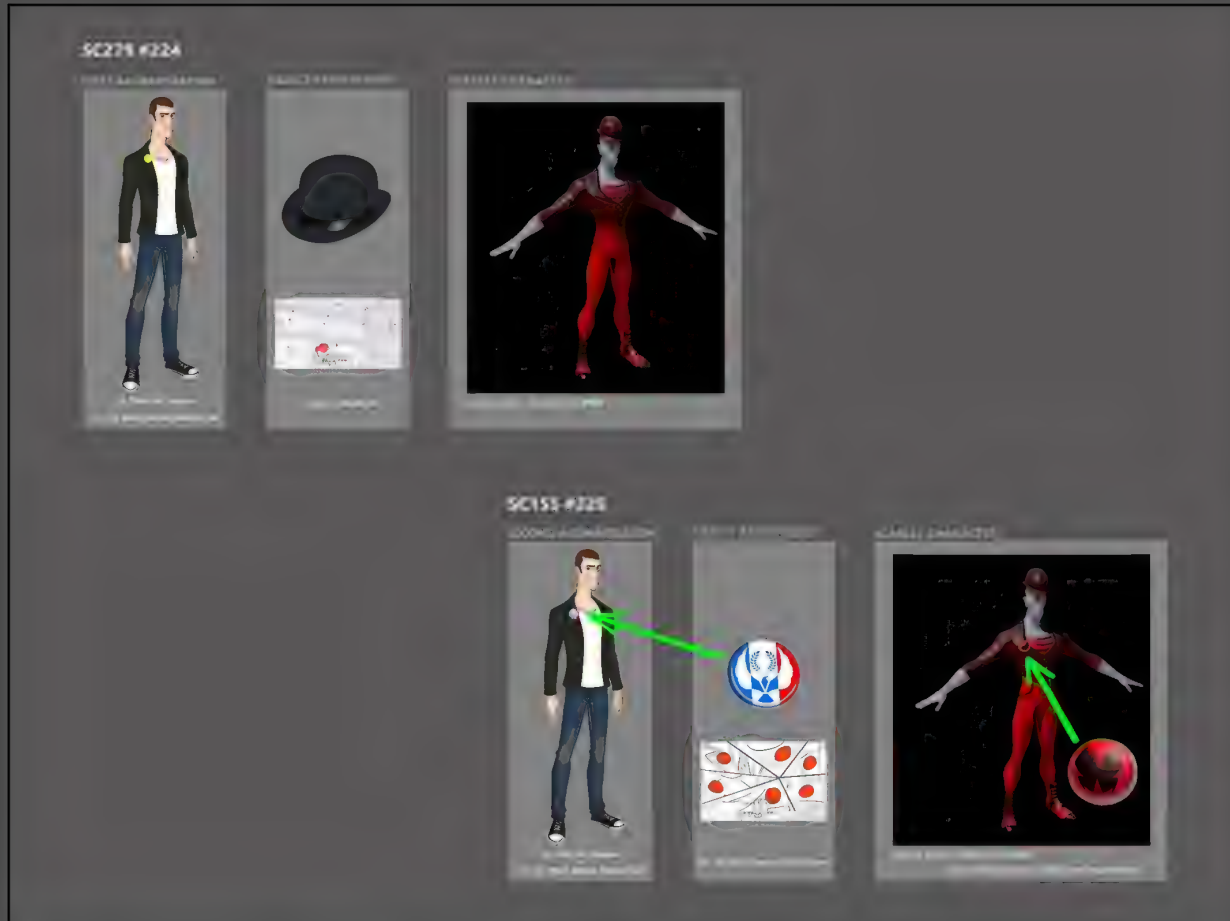


3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_224_CH009_SCARLET_PRINCESS_FRAGRANCE



3D model



miraculous
Tales of Ladybug & Cat Noir

SC260 #224

FIRST AKIMATIZATION



OBJECT ANIMATIZED:

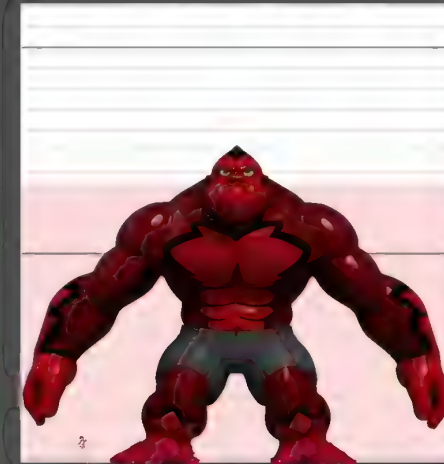


SCARLET CHARACTER



LB 224 CH012 SCARLET GORILLA

RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

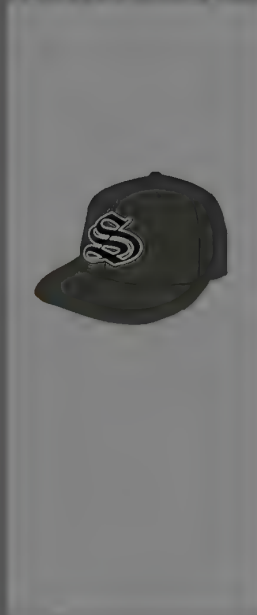
LB2_224_CH012_SCARLET_GORILLA

SC279 #224

FIRST ANIMATION



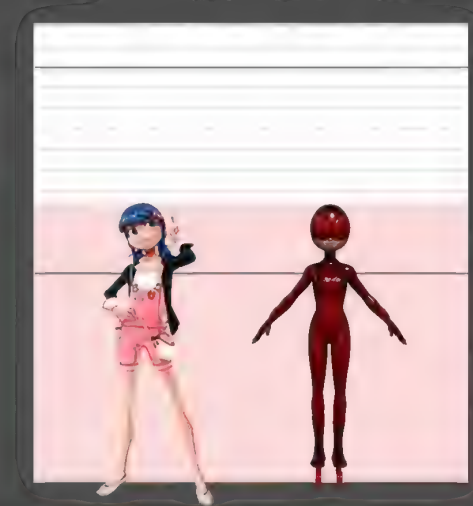
OBJECT ANIMATED



SCARLET CHARACTER



RELATION SIZE

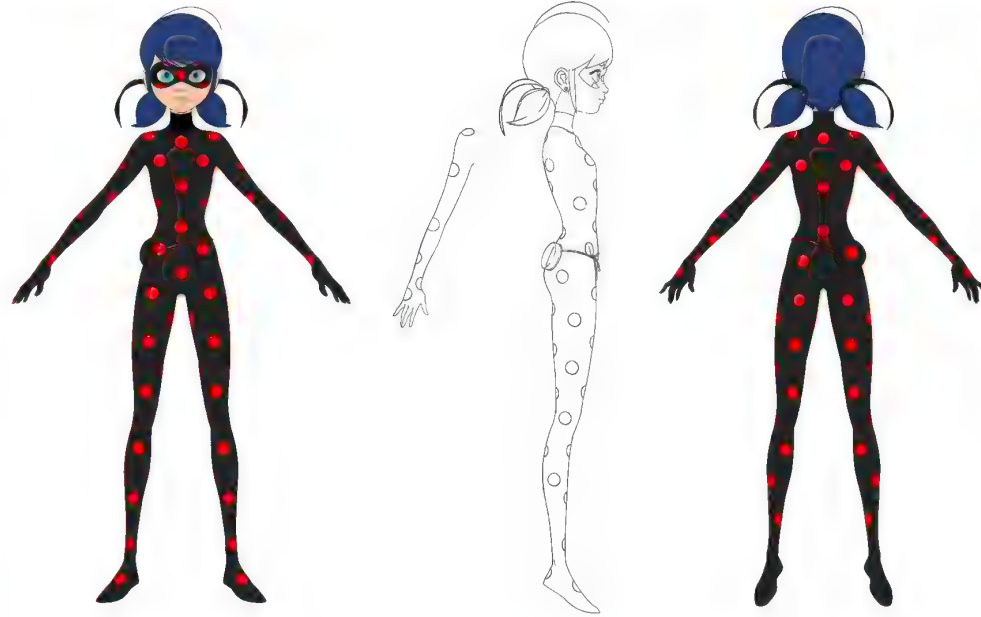


3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_224_CH013_SCARLET_TIMEBREAKER



Antibug character is the same model and texture as Ladybug's.
Just reverse the colors on costume

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_224_CH014_ANTIBUG_LADYBUG

SC409 #224

FIRST AKUMATIZATION



LB2_224_CH015_BABY_MAGNET

OBJECT AKUMATIZED



Scarlet's bracelet

We don't see the first
akumatization of Baby
Magnet in K18.
At first appearance he is
already Scar's Super-Sister

SCARLET CHARACTER



LB2_224_CH015_SCARLET_GIGANTIAN

RELATION SIZE

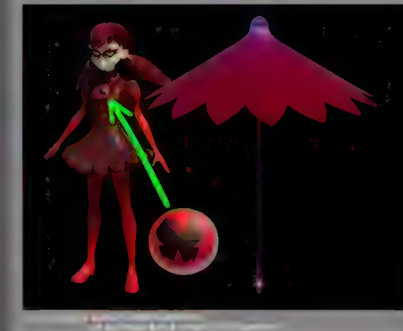
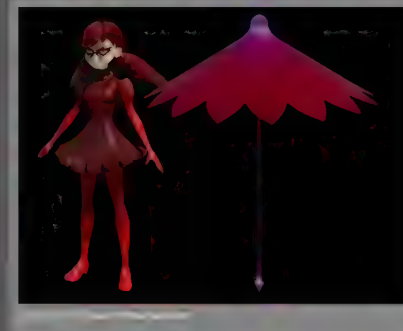
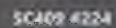


3D model

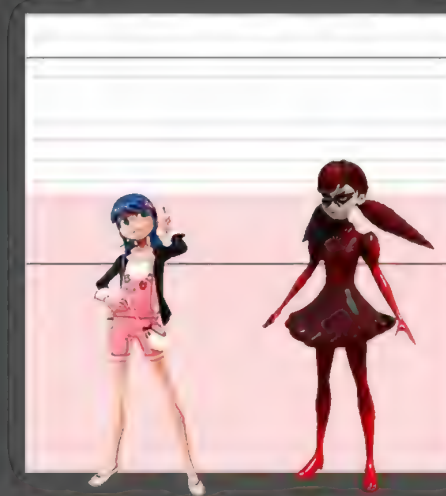


miraculous
Tales of Ladybug & Cat Noir

LB2_224_CH015_SCARLET_GIGANTIAN



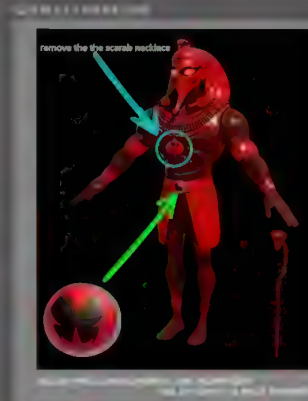
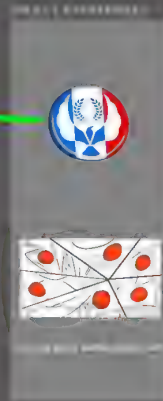
RELATION SIZE



3D model:



SC155 #225



SC409 #224



LLANDS (CHARACTER)



RELATION SIZE



3D model



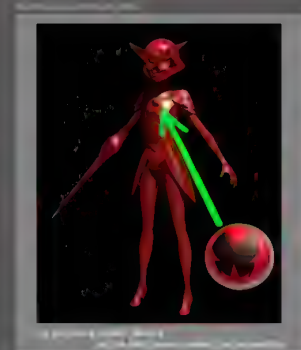
miraculous
Tales of Ladybug & Cat Noir

LB2_224_CH017_SCARLET_PHARAOH

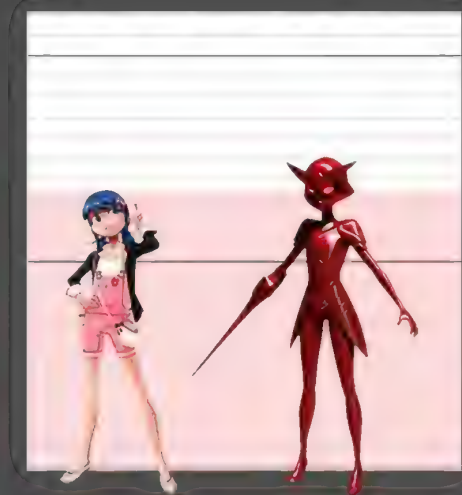
SC405 #224



SC155 #225



RELATION SIZE

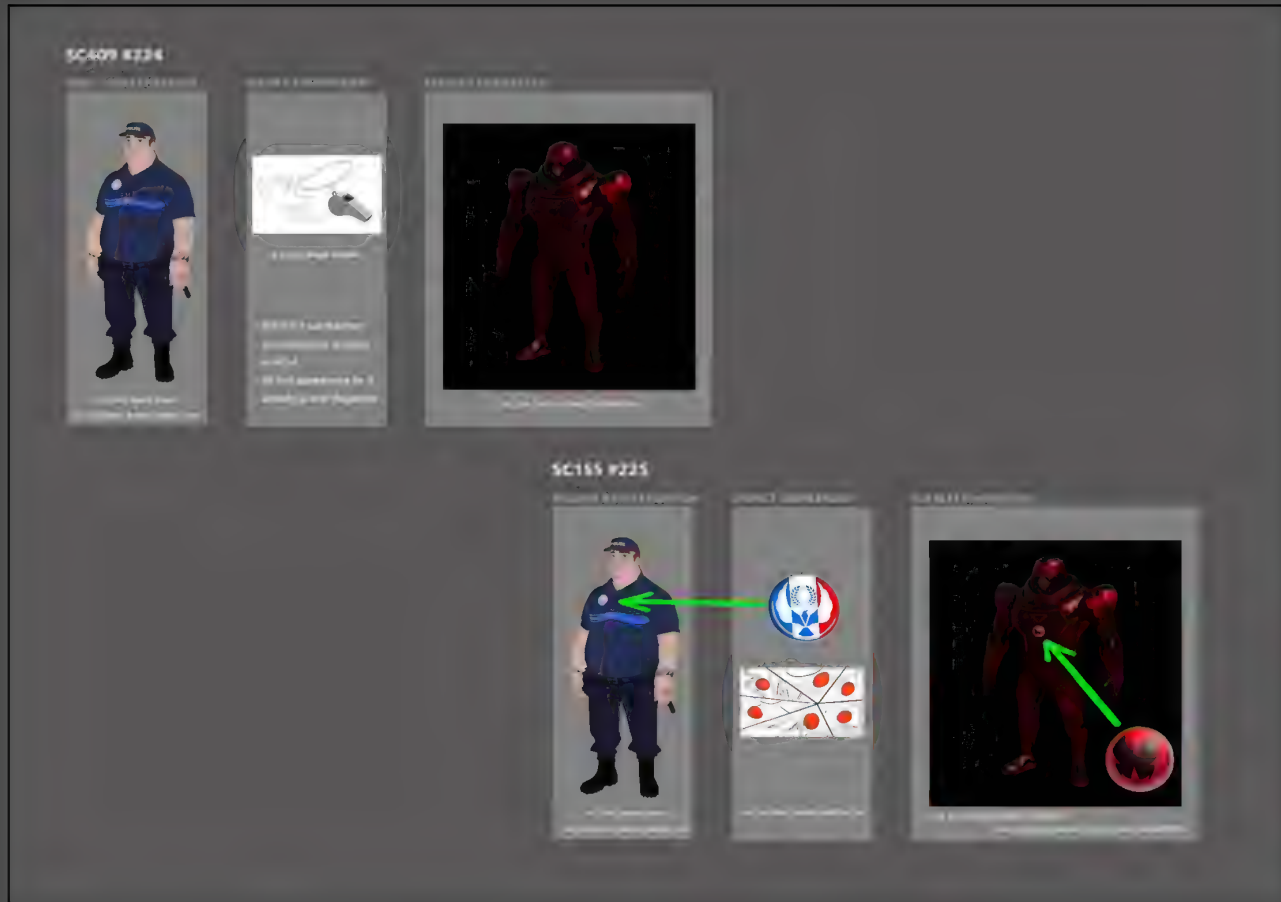


3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_224_CH018_SCARLET_RIPOSTE



3D model



SC409 #224

FIRST ANIMATION



OBJECT ANIMATED



SCARLET CHARACTER



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_224_CH01_SCARLET_GLACIATOR

SC259 #225

ANIMATION



LB_225_AN1
LB_225_AN1_MODEL_HEROES_PNY

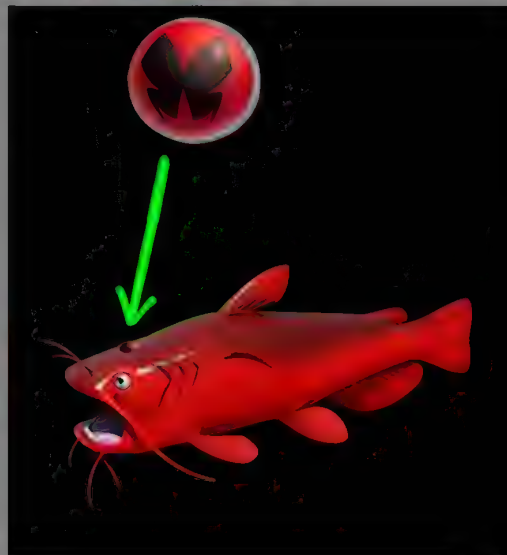
DIRECT ANIMATED



LB_225_AN1_MODEL_HEROES_PNY

We don't see the first
animation of Otis in
#224
At first appearance he is
already Scarlet Animar

SCARLET CHARACTER



LB_225_AN1_MODEL_HEROES_PNY_ANIMATED
LB_225_AN1_MODEL_HEROES_PNY_ANIMATED

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_225_AN01_SCARLET_ANIMAN_CAT_FISH

SC241 #225

FIRST AKUMATIZATION



LB_0478_Otis
LB_044_0400_0400_0400_0400

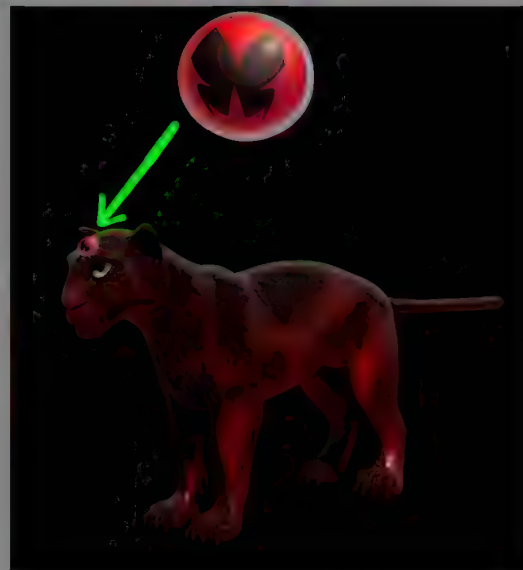
OBJECT AKUMATIZED



LB_224_PROT_BADGE_HEROES DAY

We don't see the first akumatization of Otis in #224. At first appearance he is already Scarlet Animan.

SCARLET CHARACTER



LB2_225_AN02_SCARLET_ANIMAN_PANTHER
LB2_224_PROT_BADGE_HEROES DAY AKUMATIZED

RELATION SIZE

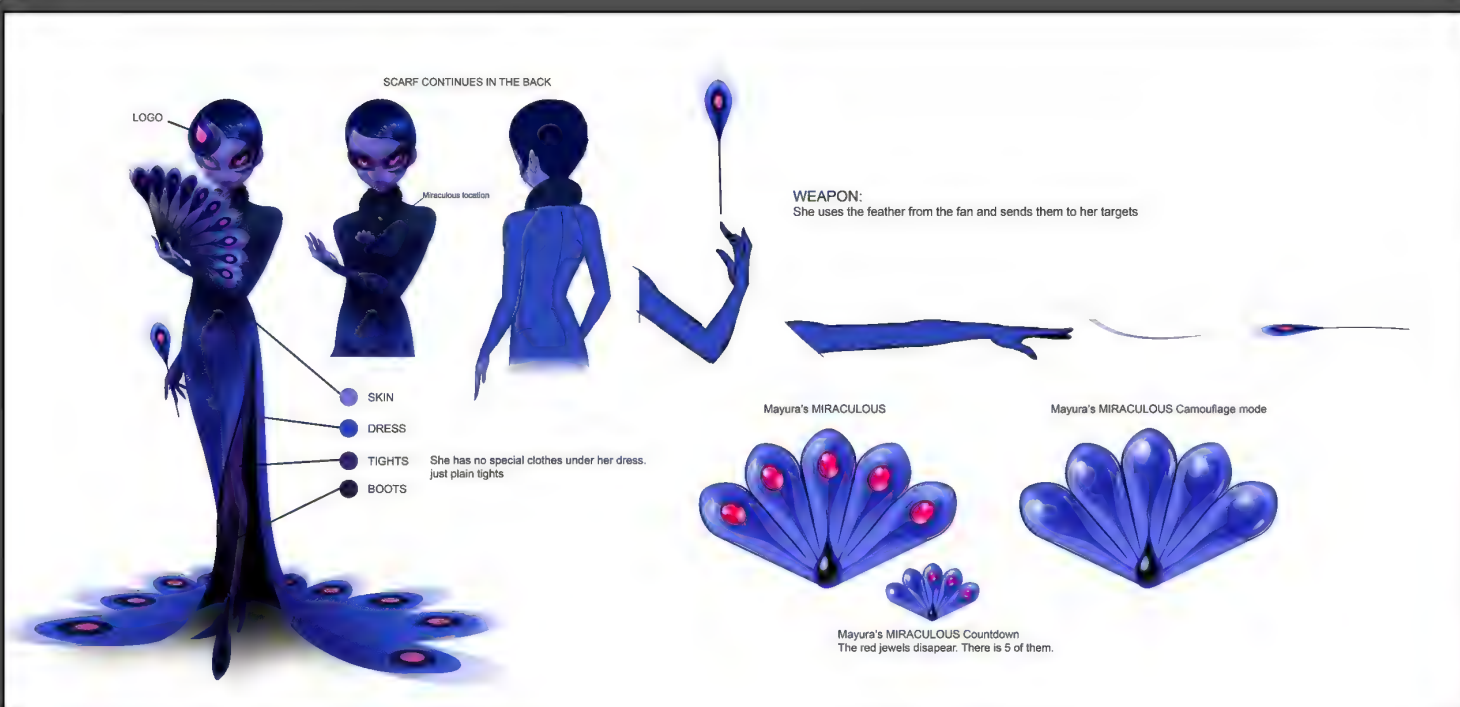


3D model

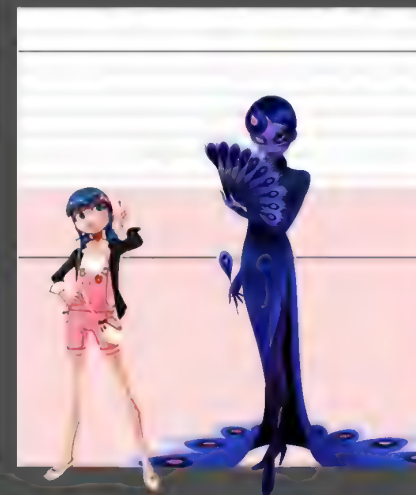


miraculous
Tales of Ladybug & Cat Noir

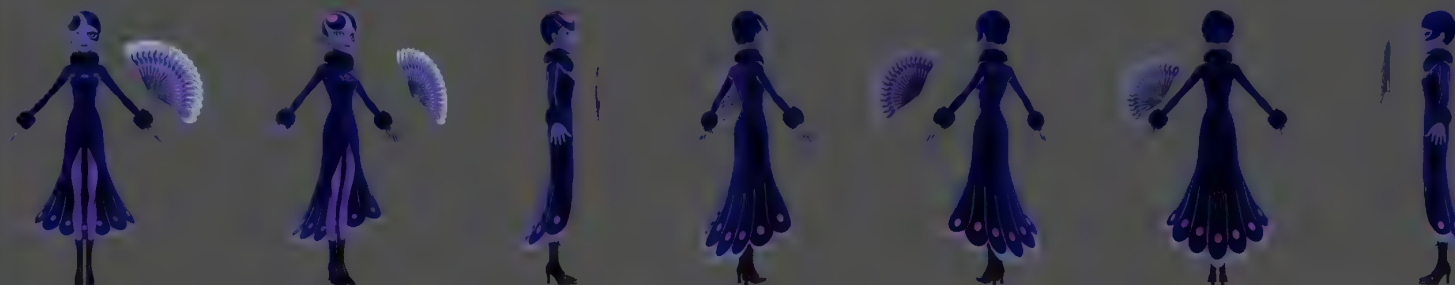
LB2_225_AN02_SCARLET_ANIMAN_PANTHER



RELATION SIZE

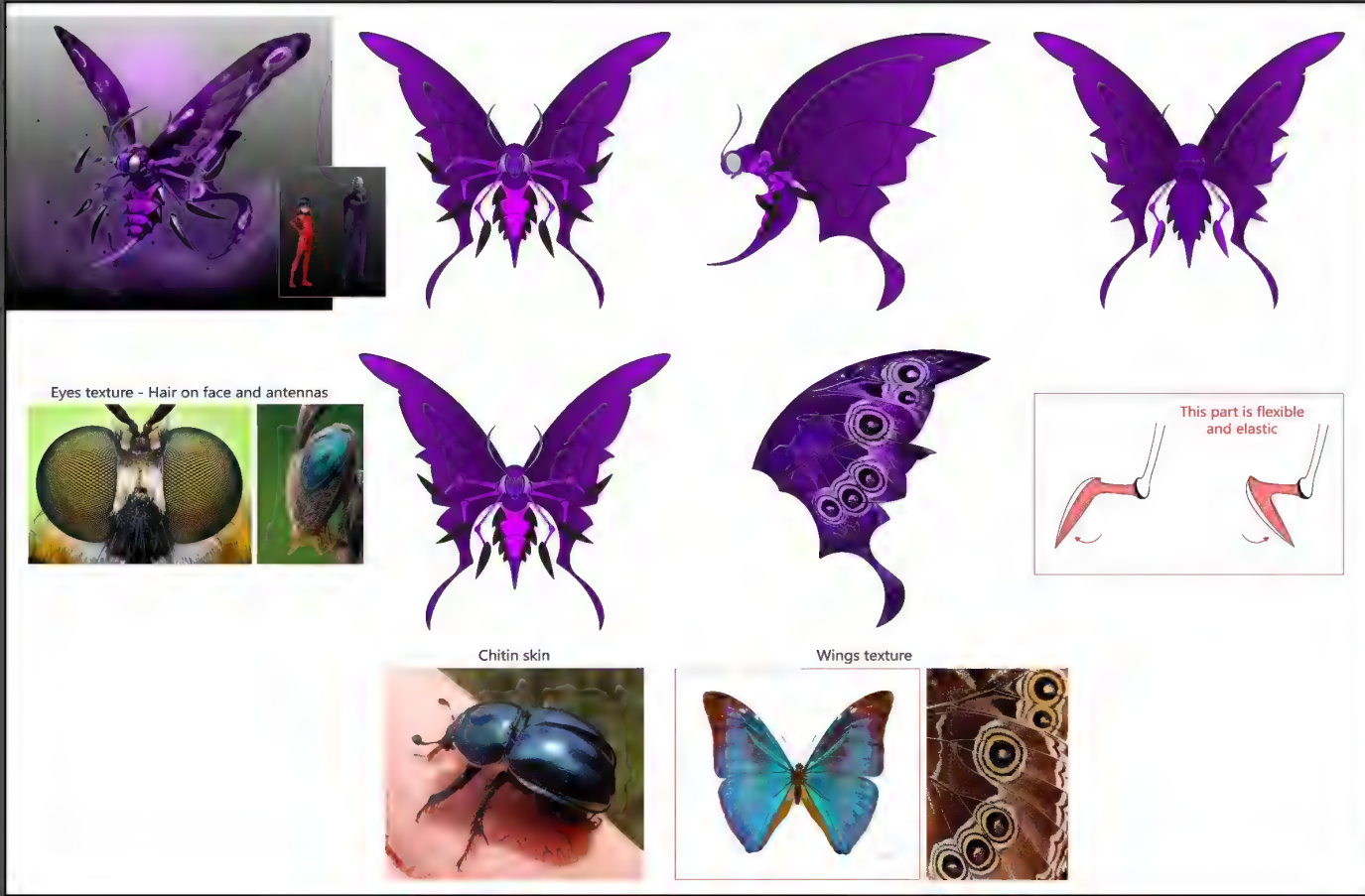


3D model

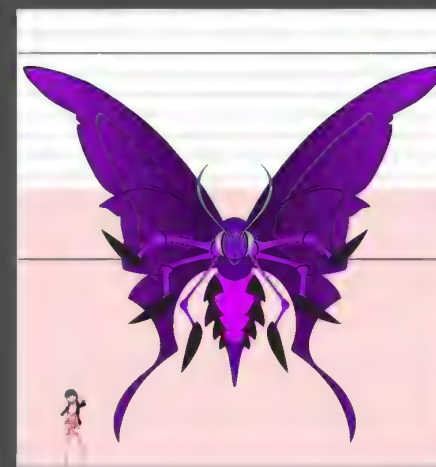


Miraculous
Tales of Ladybug & Cat Noir

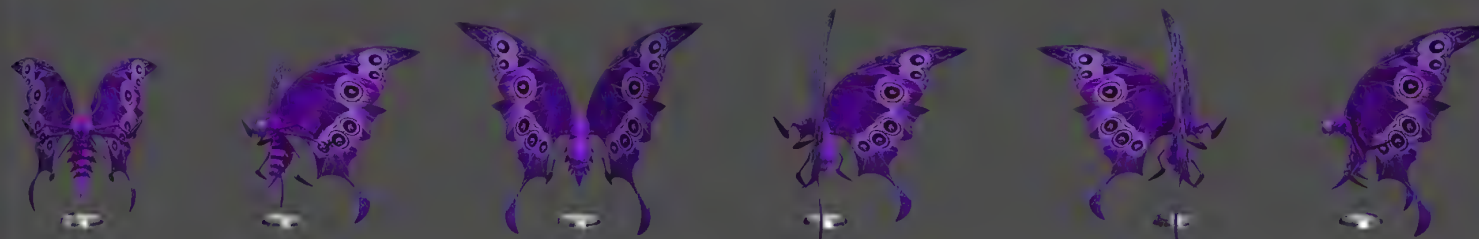
LB2_225_CH001_MAYURA



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_225_CH002_BUTTERFLY_SENTIMONSTRE

SC201 #225

FIRST ANIMATIZATION



OBJECT ANIMATIZED



SCARLET CHARACTER



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_225_CH004_SCARLET_SHELLSHOCK

SC196 #225

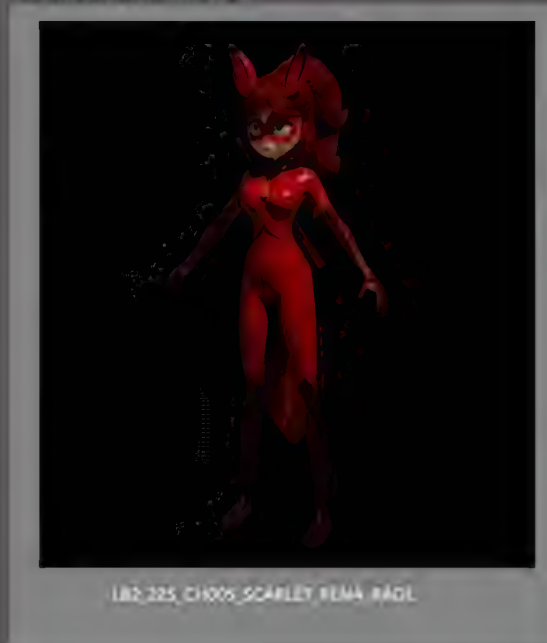
FIRST ANIMATIZATION



OBJECT ANIMATIZED



SCARLET CHARACTER



RELATION SIZE



3D model

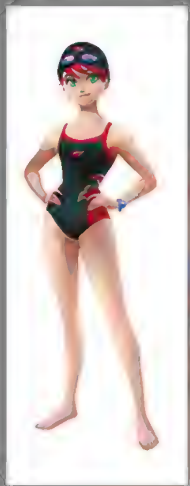


miraculous
Tales of Ladybug & Cat Noir

LB2_225_CH005_SCARLET_RENA_RAGE

SC258 #225

FIRST AKUMATIZATION



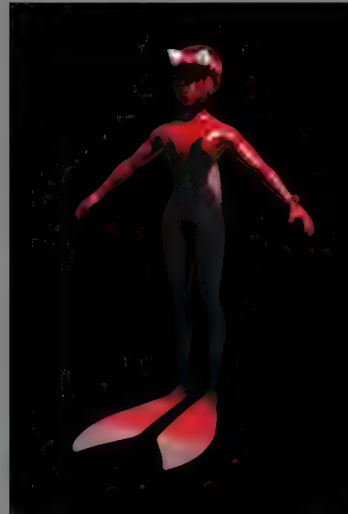
LB2_225_CH008_SCARLET_SYREN

OBJECT AKUMATIZED



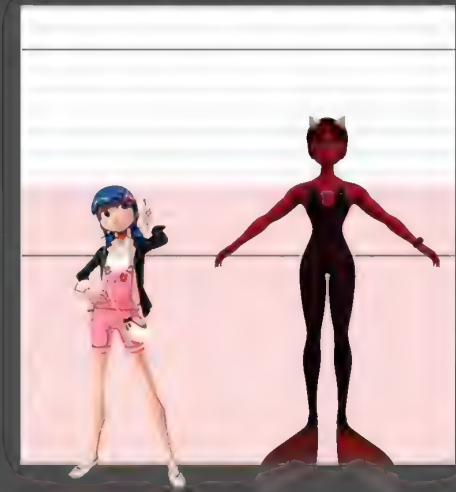
We don't see the first akumatization of Ladybug #225. At first, appearing to be a ordinary Scarlet Syren.

SCARLET CHARACTER

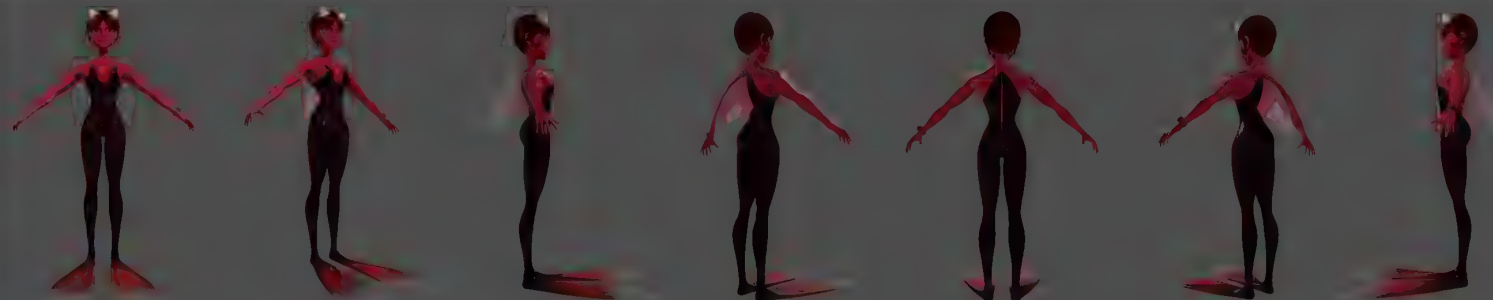


LB2_225_CH008_SCARLET_SYREN

RELATION SIZE



3D model

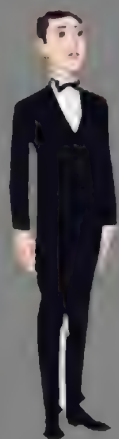


miraculous
Tales of Ladybug & Cat Noir

LB2_225_CH008_SCARLET_SYREN

SC097 #225

FIRST #KUMATIZATION



LB_D001_Memoir of Home

OBJECT #KUMATIZED

CH00'STEDDY BEAR



SCARLET CHARACTER



LB_225_CH010_SCARLET DESPEARBEAR

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_225_CH010_SCARLET_DESPEARBEAR

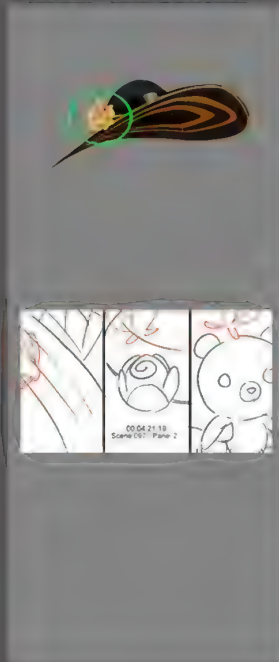
SC097 #225

FIRST ANIMATIZATION



LB2_225_CH012_MURDER_FOR_ACTION

OBJECT ANIMATIZED



SCARLET CHARACTER

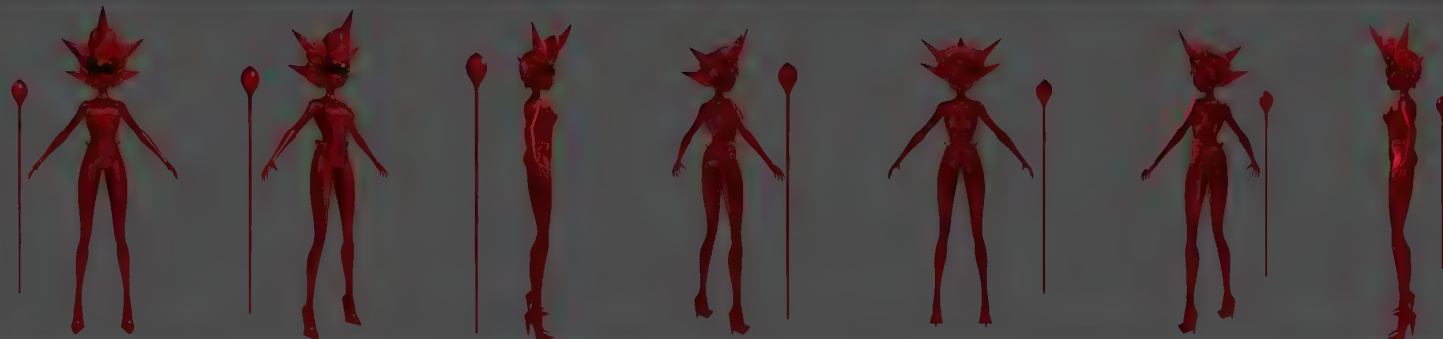


LB2_225_CH012_SCARLET_STYLE_QUEEN

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_225_CH012_SCARLET_STYLE_QUEEN

SC032 #225

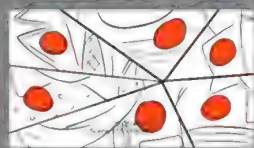
AKUMATIZATION



LB_CH01_444_Fc636

LB_224_P001_BAGOL_H0005.DAT

OBJECT AKUMATIZED



LB_224_P001_BAGOL_H0005.DAT

SCARLET CHARACTER



LB_225_CH013_SCARLET_PHARAOH_H0001

LB_224_P001_BAGOL_H0005.DAT AKUMATIZED

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_225_CH013_SCARLET_PHARAOH_H0001

SC149 #225

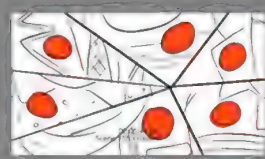
ANIMATION



LB_CH14_141_Kubdel

LB2_225_CH014_141_Kubdel

OBJECT ANIMATED



LB2_225_CH014_141_Kubdel

SCARLET CHARACTER



LB2_225_CH014_141_Kubdel

LB2_225_CH014_141_Kubdel

RELATION SIZE



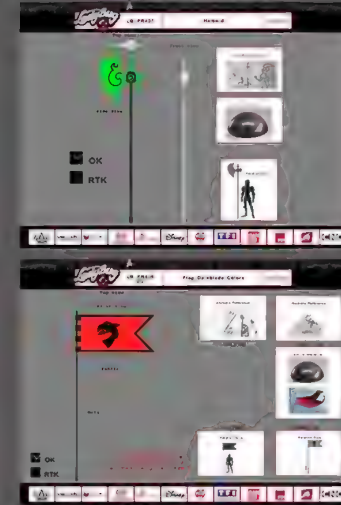
3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_225_CH014_141_Kubdel

SC295 #225



Partial Reuse of LB_PR407 Halberd and LB_PR406 Flag Darkblade with scarlet sharder. And keep the original size.

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_225_CH015_SCARLET_KNIGHT



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_226_CH001_ALYA_WINTER

Special Christmas

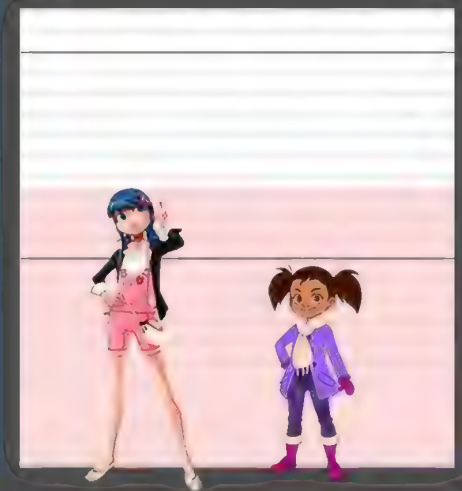
Manon in winter outfit



miraculous
Tales of Ladybug & Cat Noir

20160728
LB2_226_CH002_MANON_WINTER

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_226_CH002_MANON_WINTER



Special Christmas

Sabine in winter outfit

Change for Black Fleece →

Change for Red Fleece →



Miraculous
Tales of Ladybug & Cat Noir

20160719

LB2_226_CH004_SABINE_WINTER

RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_226_CH004_SABINE_WINTER

Special Christmas

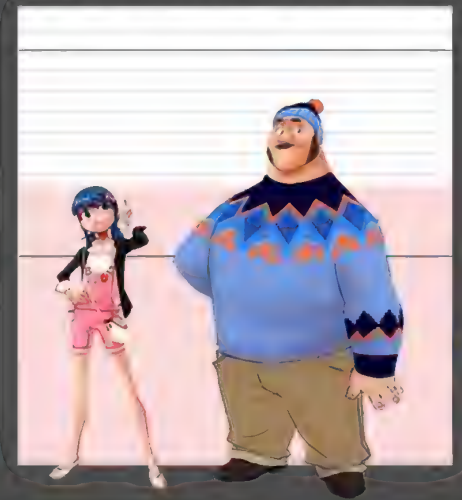
Tom in winter outfit



miraculous
Tales of Ladybug & Cat Noir

20160727
LB2_226_CH005_TOM_WINTER

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB2_226_CH005_TOM_WINTER

Special Christmas

Marlena in winter outfit

Marlea flat colors



RELATION SIZE



3D model

miraculous
Tales of Ladybug & Cat Noir

LB2_226_CH006_MARLENA_WINTER



Special Christmas

Otis in winter outfit

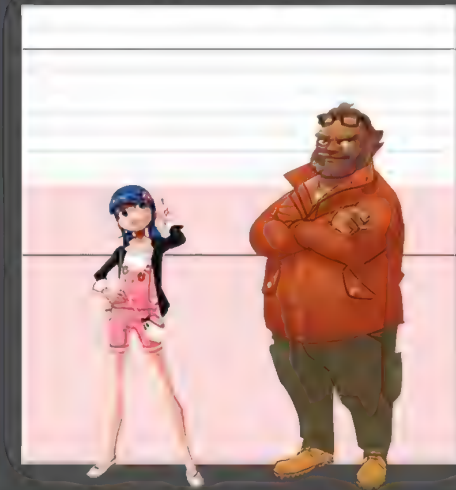
Flat colors



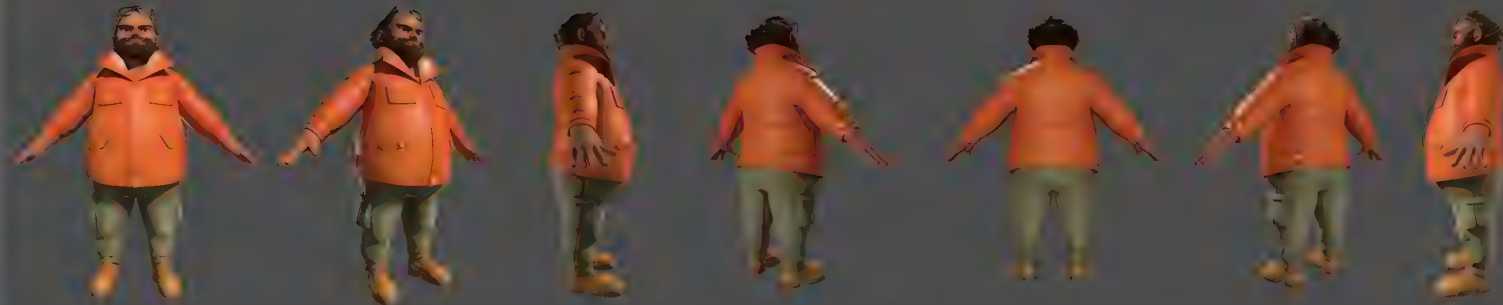
miraculous
Tales of Spidebug & Cat Noir

20160727
LB2_226_CH007_OTIS_WINTER

RELATION SIZE



3D model



miraculous
Tales of Spidebug & Cat Noir

LB2_226_CH007_OTIS_WINTER

Special Christmas

Alix in winter outfit



RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_226_CH008_ALIX_WINTER

Special Christmas

Mr. Kubdel in winter outfit



Miraculous
Tales of Ladybug & Cat Noir

20160720
LB2_226_CH009_MR_KUBDEL_WINTER

RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_226_CH009_MR_KUBDEL_WINTER

Special Christmas

Nadja in winter outfit



miraculous
Tales of Ladybug & Cat Noir

20160727
LB_CH49_Nadja_Chamack_Winter_Outfit

RELATION SIZE



3D model

miraculous
Tales of Ladybug & Cat Noir

LB2_226_CH010_NADJA_CHAMACK_WINTER



Special Christmas

Juleka in winter outfit

Miraculous
Tales of Ladybug & Cat Noir
20160727
LB2_226_CH011_JULEKA_WINTER

RELATION SIZE



3D model

Miraculous
Tales of Ladybug & Cat Noir

LB2_226_CH011_JULEKA_WINTER



Special Christmas

Rose in winter outfit

Pattern



RELATION SIZE



3D model

Miraculous
Tales of Ladybug & Cat Noir

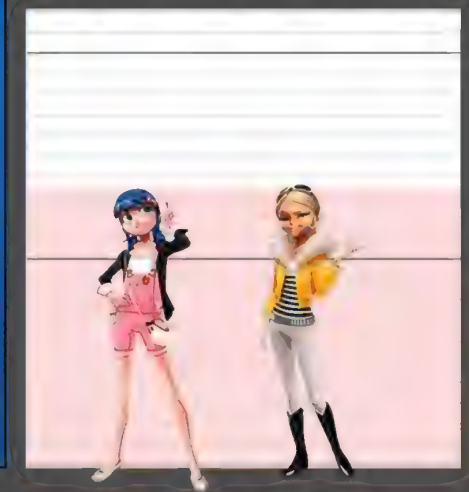
LB2_226_CH012_ROSE_WINTER



Special Christmas



RELATION SIZE



3D model



LB2_226_CH013_CHLOE_WINTER



Special Christmas

Mr. Bourgeois in winter outfit



RELATION SIZE



3D model



LB2_226_CH014_MR_ANDRE_BOURGEOIS_WINTER



Special Christmas

The Gorilla in winter outfit



Use Fleece instead of Fur



Leather Driving Gloves

RELATION SIZE



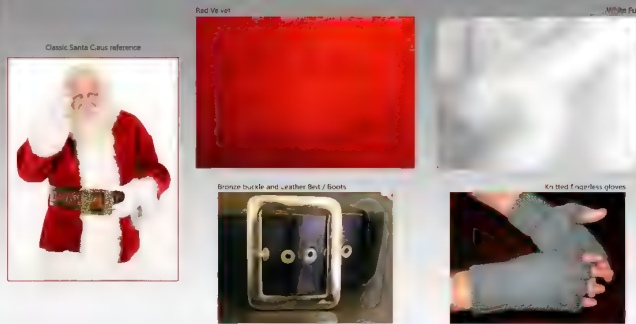
3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_226_CH015_BODYGARD_GORILLA_WINTER

20160719
LB2_226_CH015_GORILLA_WINTER



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

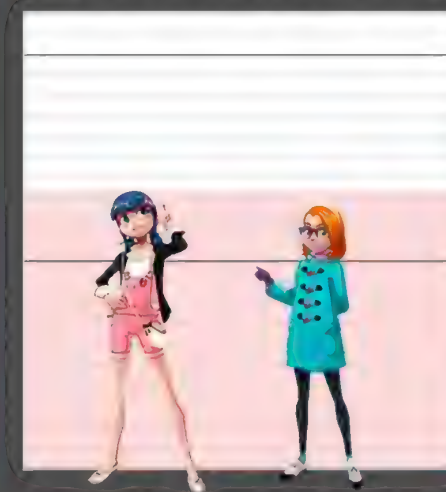
LB2_226_CH016_SANTA_CLAUS

Special Christmas

Sabrina in winter outfit



RELATION SIZE



3D model

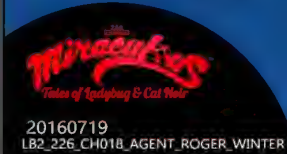


LB2_226_CH017_SABRINA_WINTER



Special Christmas

Agent Roger in winter outfit



RELATION SIZE



3D model



LB2_226_CH018_AGENT_ROGER_WINTER





Sack is made of
White fur and
Red Velvet Texture



Classic Santa costume
Red Velvet for costume
White Fur for Hat / Gloves / Boots edges



White Fur Ball for Hat



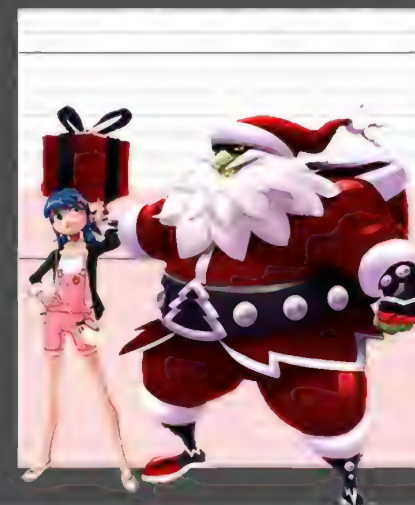
- Leather Belt / Gloves / Boots
- Christmas Tree emblem and Balls
are White Painted Metal



Keep detailed fur texture for Hat and Costume / Gloves / Boots Fur
and Hair texture for Beard / Mustache / Hair



RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB2_226_CH019_BAD_SANTA

Season 3



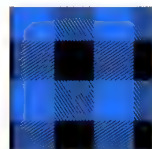
ZAG

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Nino & Ladybug are for Size Relation Not to be modelled



Overall silhouette:
Baggy keans and loose t-shirt



Blue lumberjack pattern



Kids velcro sneakers

RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB3_300_CH001_CHRIS_LAHIFFE

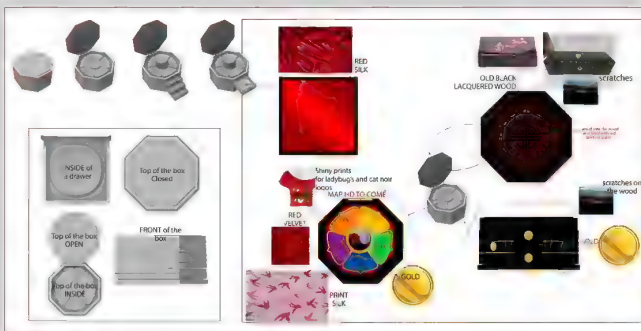
Ladybug model for size reference only
Not to be modelled



Cotton fabric suit



Square pattern vest



Accessory: LB PR4488 Miraculous Box



Young man's skin



RELATION SIZE



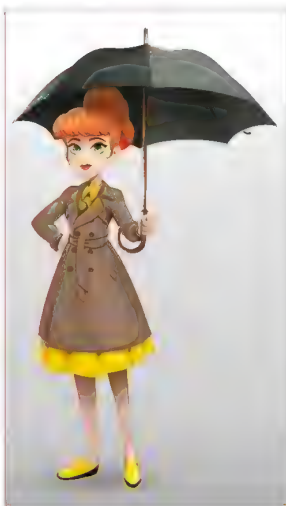
3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_300_CH002_MASTER_FU_YOUNG

Ladybug model for size reference only
Not to be modelled



Pointed Creepers Shoes

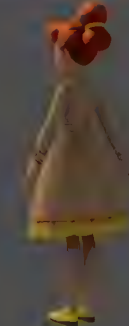
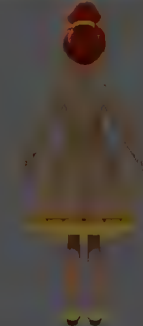
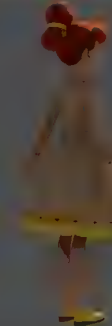


Trench Coat and Cotton Skirt

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_300_CH003_MARIANNE_YOUNG

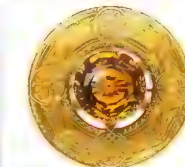
Ladybug model for size reference only
Not to be modelled



Wooden cane

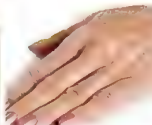


BROOCH



Gold Brooch

Old woman skin (freckles)



Pointed Creper Shoes



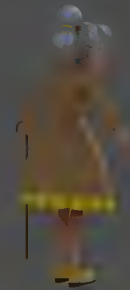
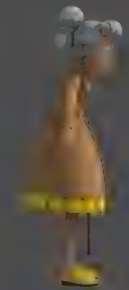
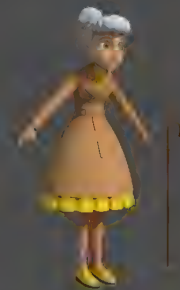
Trench Coat and Cotton Skirt



RELATION SIZE

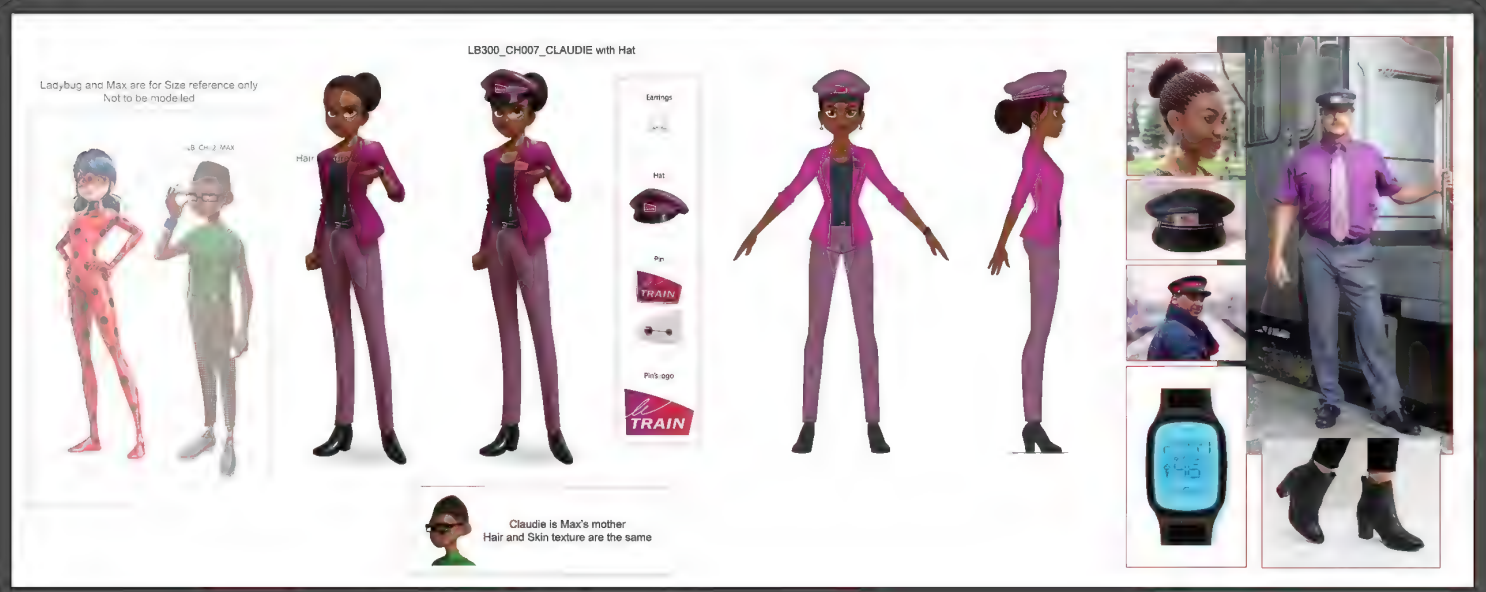


3D model



miraculous
Tales of Ladybug & Cat Noir

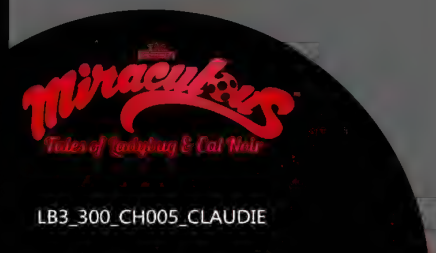
LB3_300_CH004_MARIANNE



RELATION SIZE



3D model



Kagam's model for Size reference only
Not to be misused



Without Glasses



Family crest logo



Silk shirt and belt



Leather shoes

Important: Ms Tsurugi is a blind person, her glasses are 100% opaque
No see-through



Silk hair clip



Metal and glass shades



Silk trousers

LB3_300_CH004_MS_TSURUGI

Bamboo sword design



Front / Back



Sides



Bamboo and Chord



This is a reference
for the color
of the pattern
Not for color

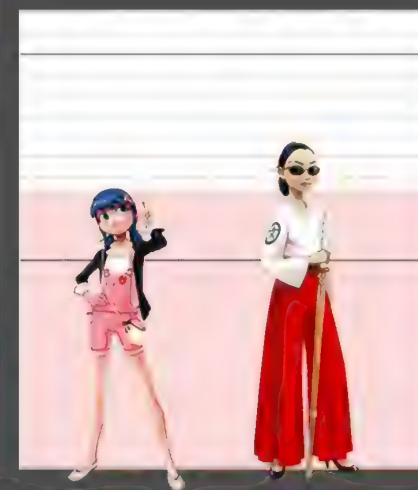


Pattern



Use the pattern to create
a white on white satin effect
for the shirt.
(specular / glossiness)

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_300_CH007_MS_TSURUGI



RELATION SIZE



3D model

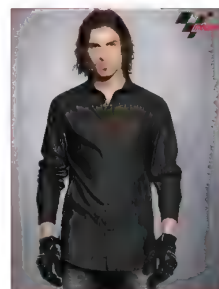


miraculous
Tales of Ladybug & Cat Noir

LB3_300_CH008_RYUUKO



LB3_302_CH001_THOMAS_ASTRUC



Black jeans shirt



Leather boots



Black sweat zipper with white fur inside



Black jeans

RELATION SIZE



3D model



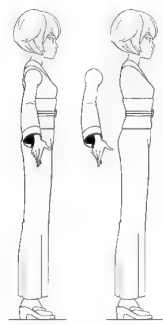
miraculous
Tales of Ladybug & Cat Noir

LB3_300_CH009_THOMAS_ASTRUC

For e.g. "Kagami" is suitable for
"size Reference only
Not to be modelled



LB3_300_CH012_KAGAMI_KIMONO



Family crest logo

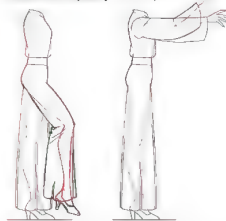


Traditional shoes
Silk Kimono



Silk trousers

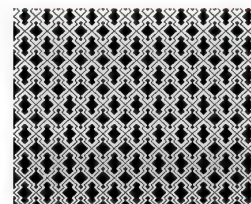
There's a gap between arm and sleeve
(same for trousers and legs)
Anticipate rigging (add independent controllers
to animate clothes separately from limbs)



Red on red pattern
for kimono top



Black on black pattern
for kimono trousers

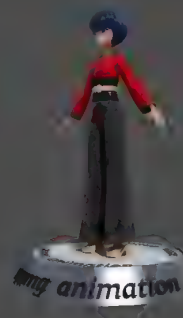


Kimono pattern

RELATION SIZE

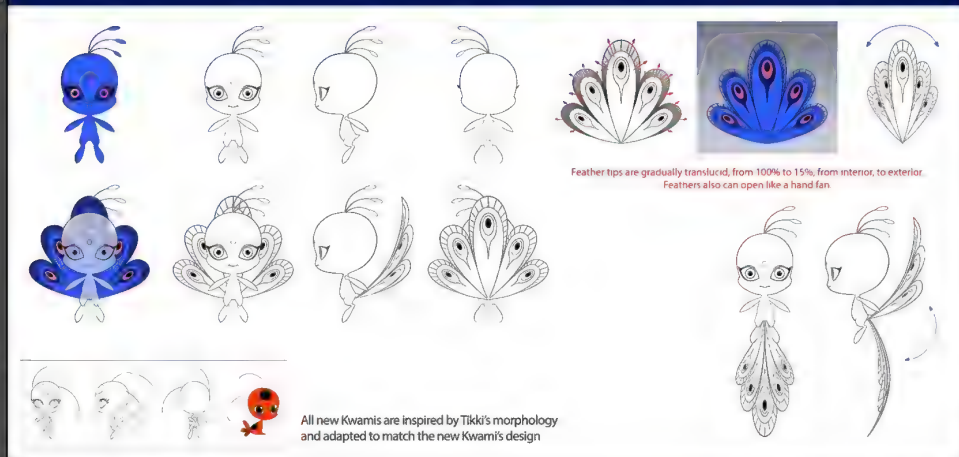


3D model

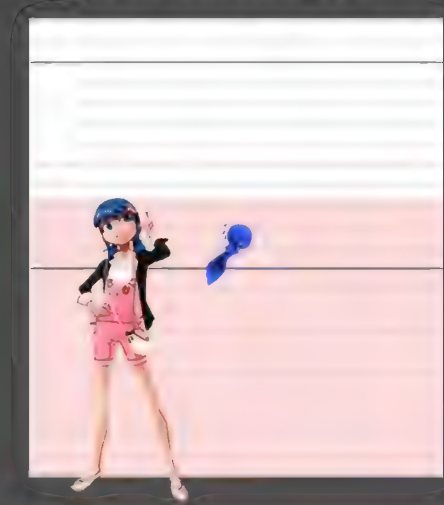


Miraculous
Tales of Ladybug & Cat Noir

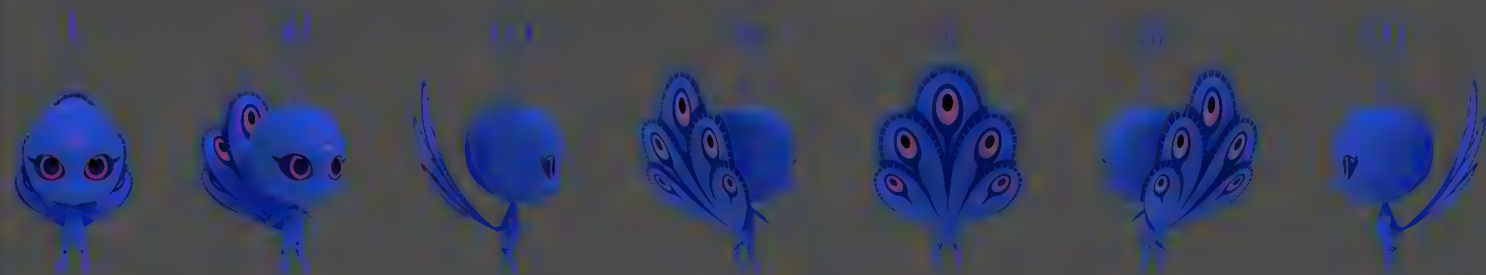
LB3_300_CH010_KAGAMI_KIMONO



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_300_CH013_DUUSU

LB2_200_CH027_LUKA



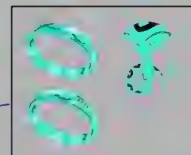
LEATHER SUIT REF



SKIN SUIT TEXTURE REF



Eye color ref

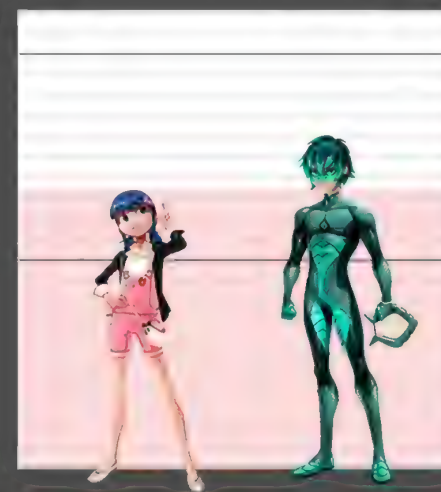


SNAKE'S MIRACULOUS

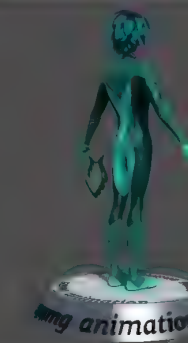


Sole shoe

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_300_CH015_VIPERION



These "espadrille" shoes are very typical and made of fabric and cord



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_300_CH016_ROLAND

LB_CH62_MASTER_FU



Eye color ref



Shield side view



Hat version



Shield version



Sole Shoe



Turtle's Miraculous



Ninja Pants in cotton



Thick Leather ref for his Suit



Thick and Strong leather ref for his Shield & Suit Protection



Ninja shoes ref



RELATION SIZE



3D model



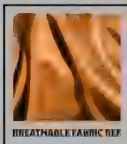
Miraculous
Tales of Ladybug & Cat Noir

LB3_300_CH017_JADE_TURTLE_MASTER_FU

LB_CH13_KIM



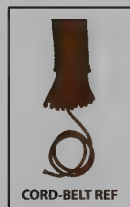
Eye color ref



BREATHABLE FABRIC REF



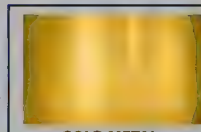
LEATHER STRAPS



CORD-BELT REF



MONKEY MIRACULOUS CHARGED MODE



GOLD METAL



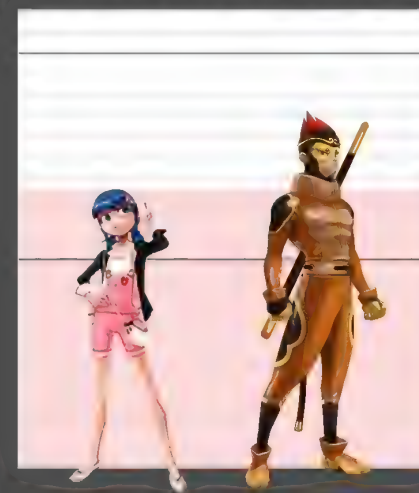
SOFT LEATHER REF



SOLE SHOE



RELATION SIZE



3D model



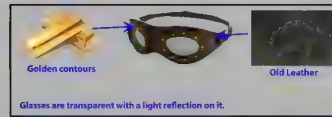
miraculous
Tales of Ladybug & Cat Noir

LB3_300_CH018_KING_MONKEY

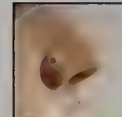
LB_CH18_ALIX



Alix adult is a grown-up version of Alix



Eye Color Ref



Nose Piercing Ref



Earrings ref

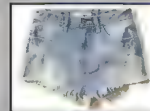


Leather gloves ref



ZIP REF

NEOPRENE REF JACKET



Short ref



Legging ref



FRONT

BACK

Reference for the floral and dragon print on her both sleeves



Shoes ref

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_300_CH019_ALIX_ADULT

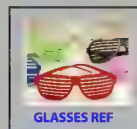
LB3_300_CH009_CHRIS



Chris adult is a grown-up version of Chris



Mask Ref



GLASSES REF



eye colors refs



HAIRCUT REF



Jacket Texture Ref

Camouflage fabric Ref

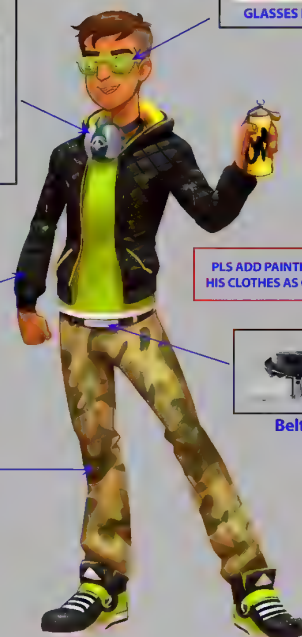
PLS ADD PAINTING STAINS ON HIS CLOTHES AS ON THE DESIGN



Belt Ref



SOLE SHOES REF



RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_300_CH020_CHRIS_LAHIFFE_ADULT

Reuse models
LB_CH36_MARLENA

Shader

Pattern

RELATION SIZE

3D model

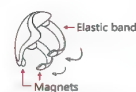




Elbow
pads



Knee
pads



Most of the times, pads will be used in the "closed" position ;

If needed, Opening and Closing can be done on both side, depending on the scene



LB2_200_CH027_LUKA

RELATION SIZE



3D model

NOT FOUND

miraculous
Tales of Ladybug & Cat Noir

LB3_300_CH022_LUKA_BIKE_SUIT



3D model

NOT FOUND



LB3_300_CH023_MARINETTE_BIKE_SUIT



RELATION SIZE

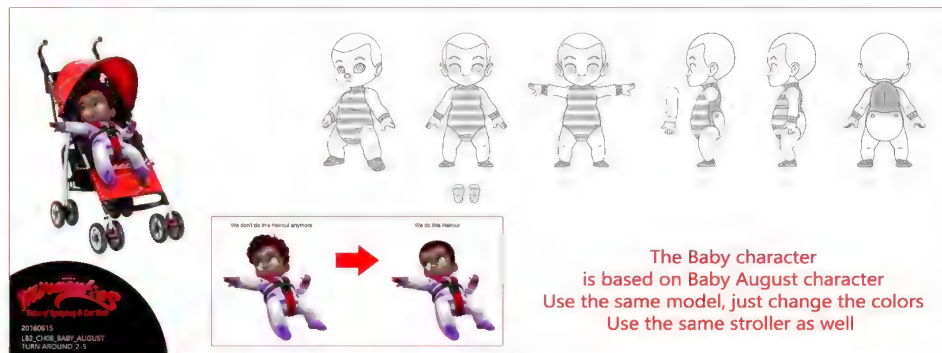
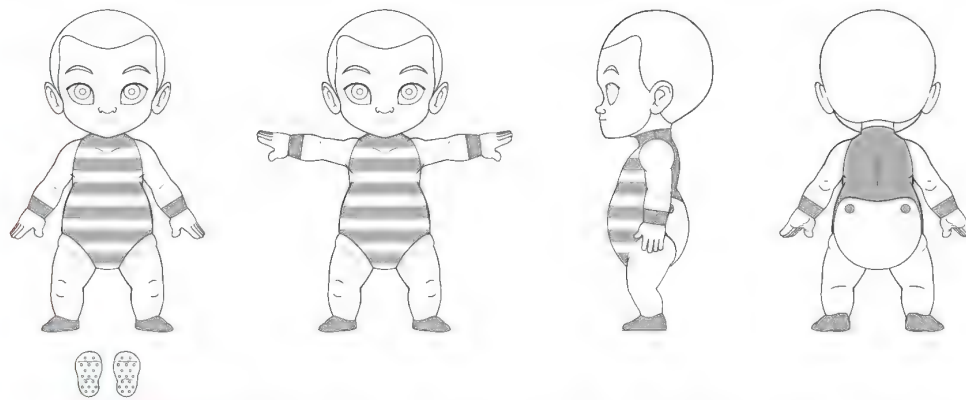


3D model

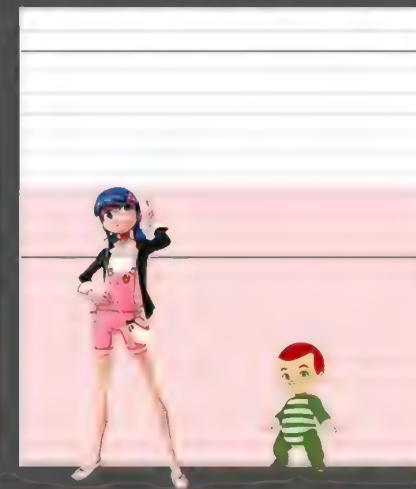


miraculous
Tales of Ladybug & Cat Noir

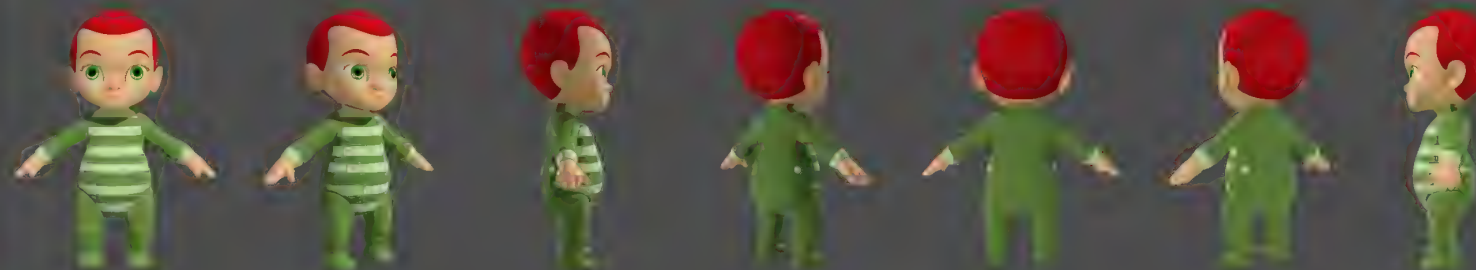
LB3_300_CH024_MARINETTE_HAIR_DETACHED



RELATION SIZE



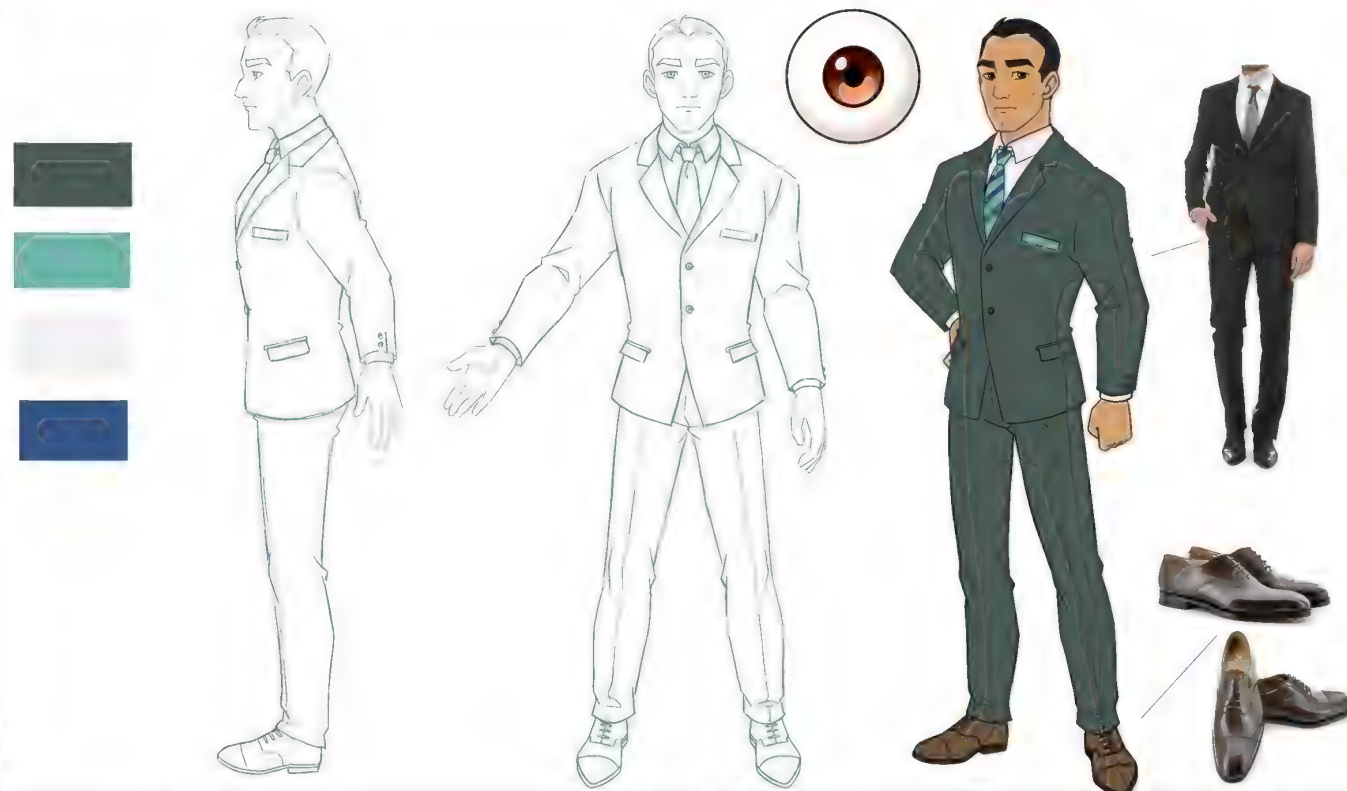
3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_300_EX002_BABY_BOY

eye colors refs



RELATION SIZE



3D model

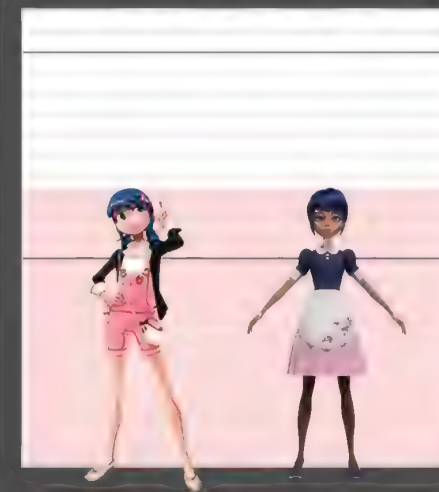


miraculous
Tales of Ladybug & Cat Noir

LB3_300_EX003_RATP_DRIVER



RELATION SIZE

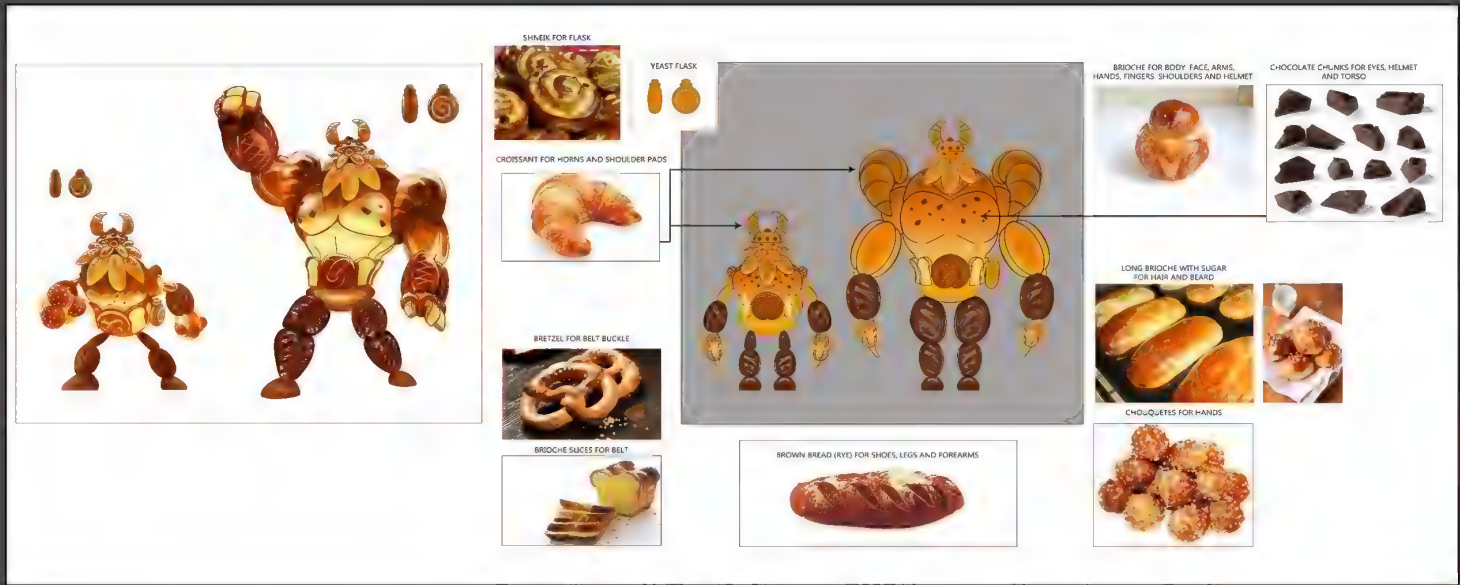


3D model

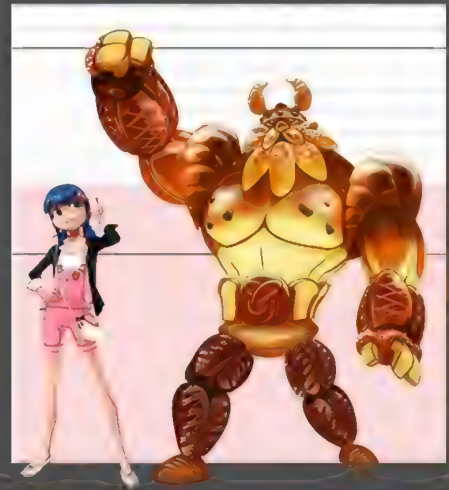


miraculous
Tales of Ladybug & Cat Noir

LB3_302_CH002_MARINETTE_WAITRESS_SUIT



RELATION SIZE



3D model



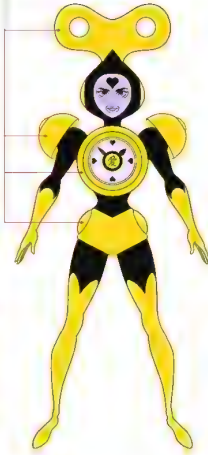
LB3_303_CH001_BAKERIX



Gold metal parts



Black and yellow vinyl suit & helmet



Old pocket watch style for body, with glass cover



Gold Brooch



SWORD

Black & yellow matte metal for sword



Backwarder's powers make her face go through different stages, from "really damaged", to full restoration
Check storyboard to know where to put each stage and FX board to know how to do it



BROKEN



SLIGHTLY BROKEN



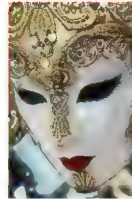
CRACKED



SLIGHTLY CRACKED

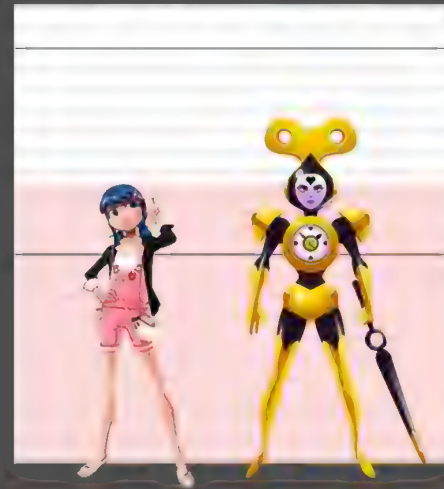


INTACT



Porcelain mask for face
Cracks are like on the reference

RELATION SIZE

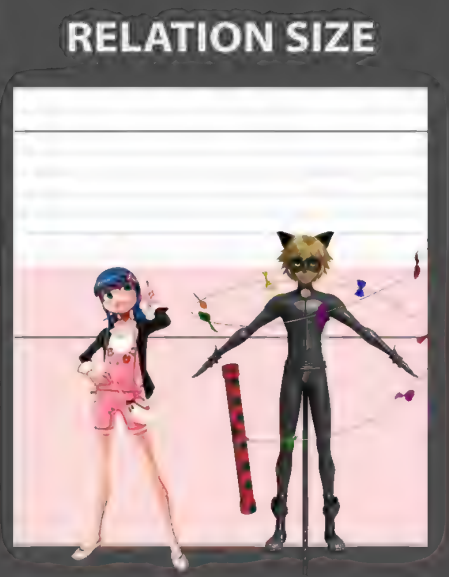
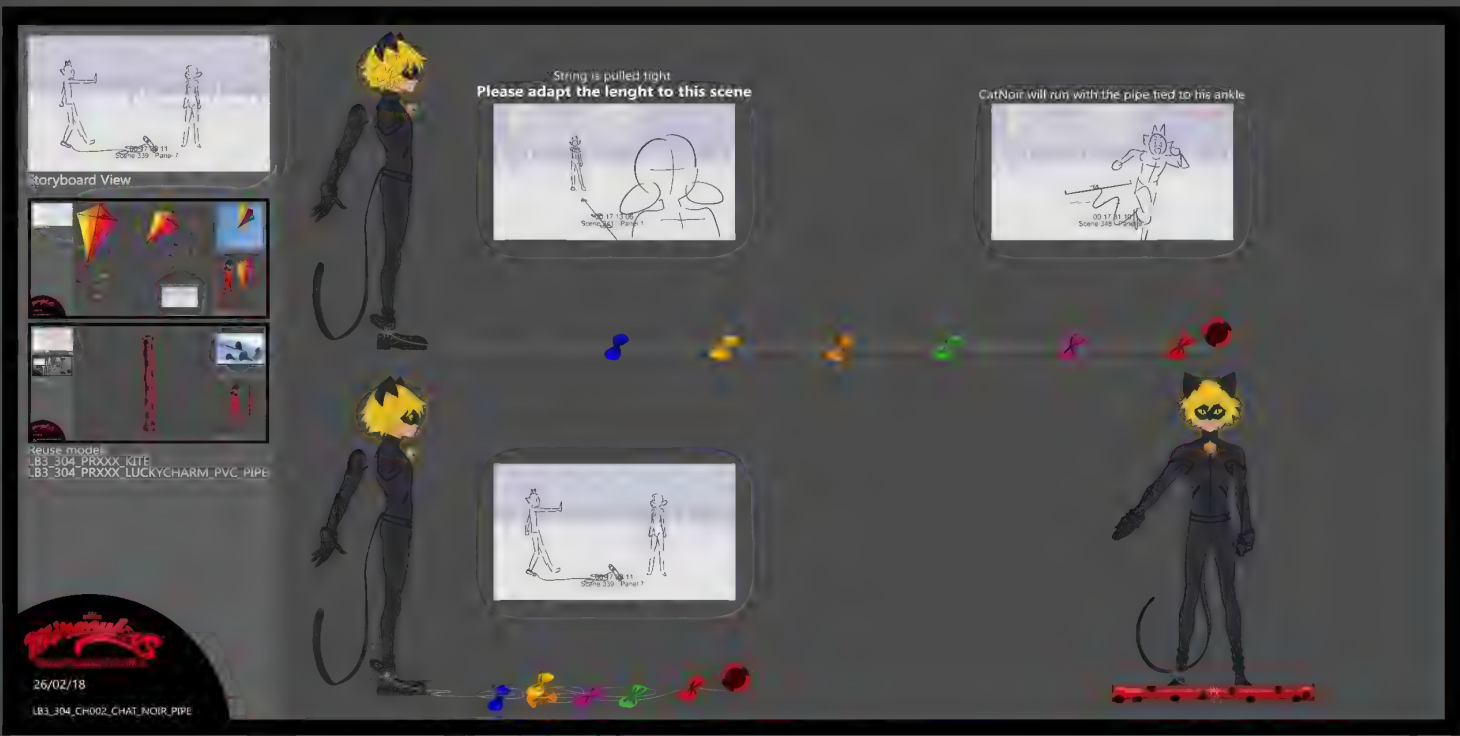


3D model



miraculous
Tales of Ladybug & Cat Noir

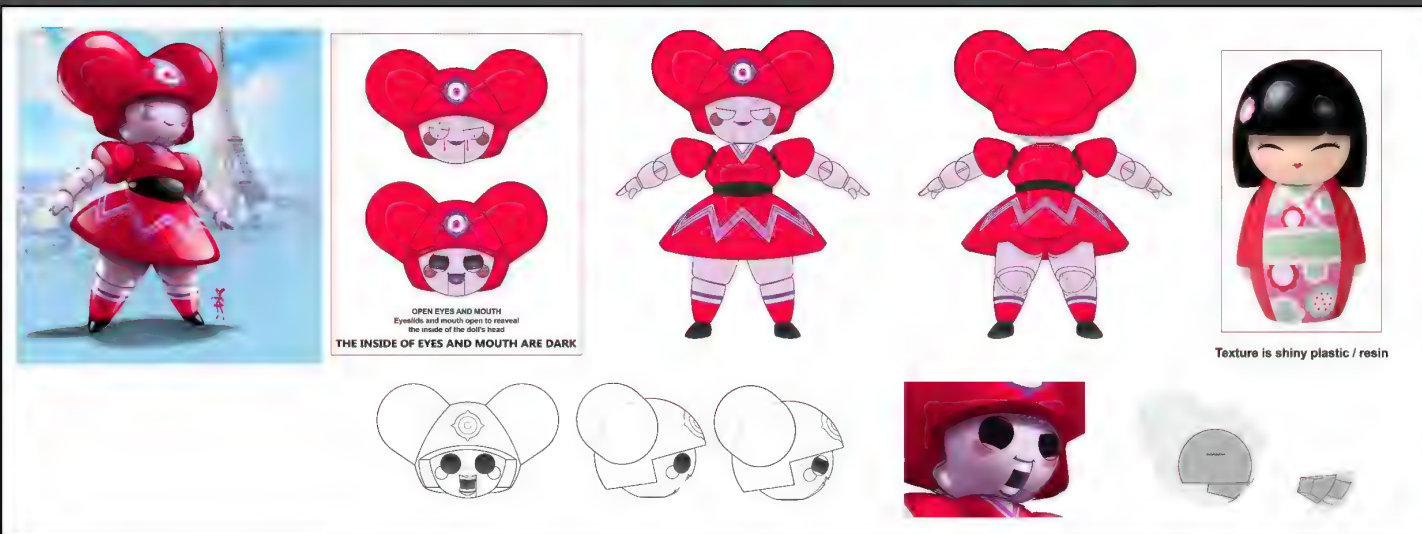
LB3_304_CH001_BACKWARDER



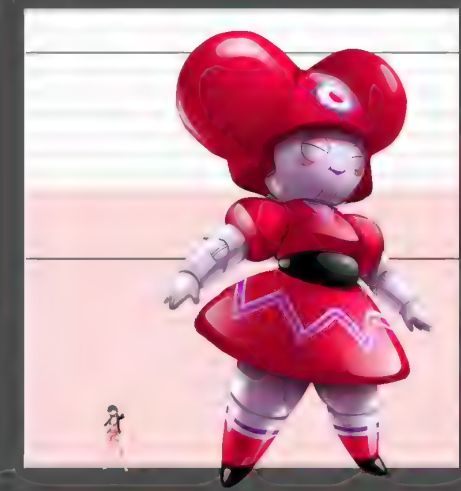
3D model



LB3_304_CH002_CATNOIR_PIPE_LUCKYCHARM



RELATION SIZE



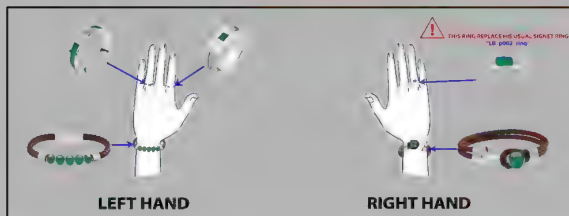
3D model



LB_CH05_Adrien



Please for each jewels, use the
Jade stone as reference of precious stone



WOOL TEXTURE REF



EARRINGS REF



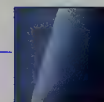
BELT REF



JEAN TEXTURE REF



NECKLACE REF



COTTON REF TEXTURE

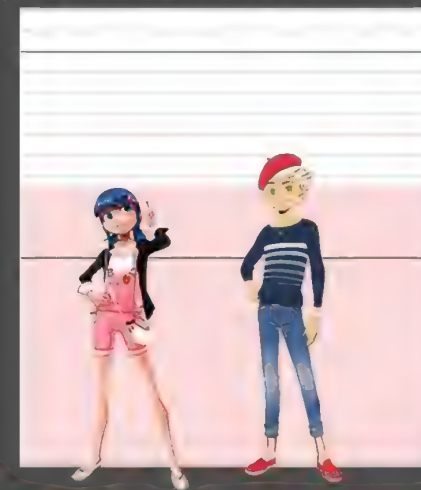


COTTON REF TEXTURE



SOLE SHOE

RELATION SIZE



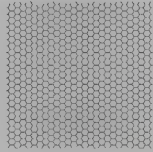
3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_305_CH004_ADRIEN_MARINETTE_
CREATION_CLOTHES

LB_CH01_LADYBUG



REF TEXTURE SUIT



ADD CLAWS



LB_PR004_CAT_NOIR_STICK



LB_PR002_ADRIEN_RING



Eye color ref



FOOT SOLE



LEG SIDE VIEW

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

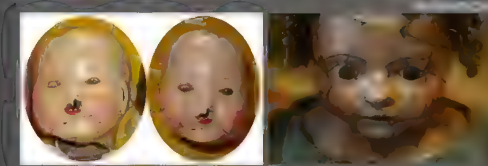
LB3_305_CH007_LADY_NOIRE



Storyboard View



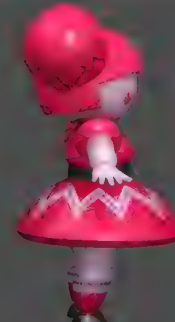
Reuse models
LB3_305_CH001_REFLEKDOLL



RELATION SIZE



3D model

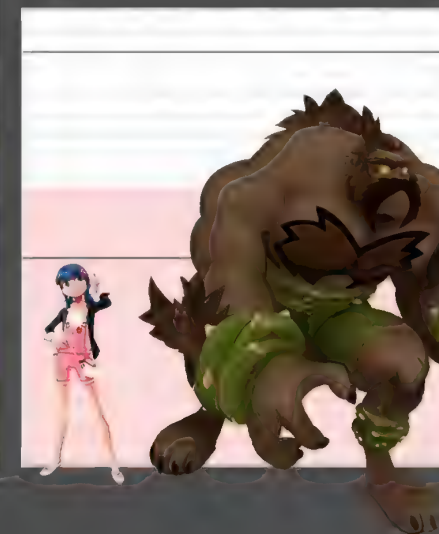


miraculous
Tales of Ladybug & Cat Noir

LB3_305_CH011_REFLEKDOLL_CATACLYSMED



RELATION SIZE

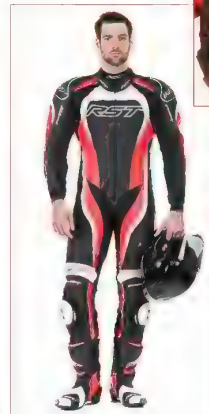
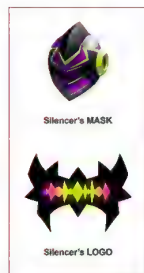


3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_306_CH001_WEREDAD



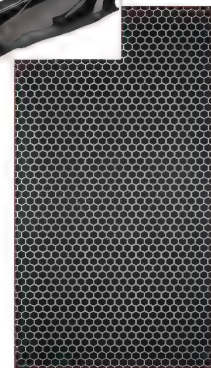
Motorbike leather suit
Motorbike leather shoes



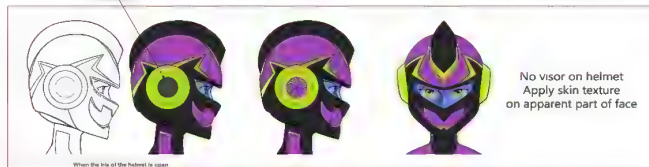
Metal grid with holes
on mouth



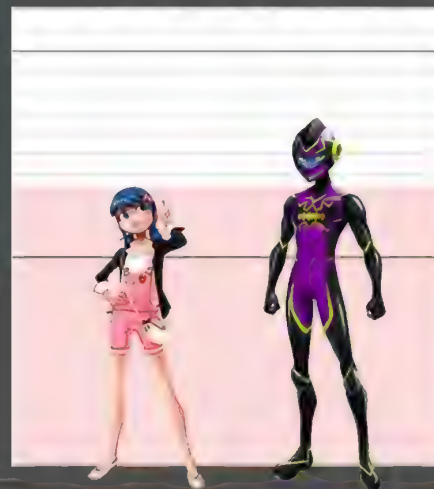
Shiny helmet



Metal grid texture on all purple parts of suit (hands included)



RELATION SIZE



3D model

Miraculous
Tales of Ladybug & Cat Noir

LB3_307_CH001_SILENCER





RELATION SIZE



3D model

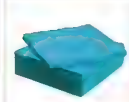
Miraculous
Tales of Ladybug & Cat Noir

LB3_307_CH002_LUKA_KITTY_SECTION





Napkin for Cowl



Front view

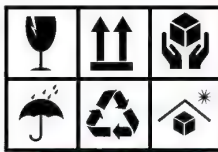


Back view



Cardboard box body

Glitter gold paint for "XY" emblem



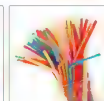
PLEASE
HANDLE WITH CARE
FRAGILE
THANK YOU
Cardboard visuals



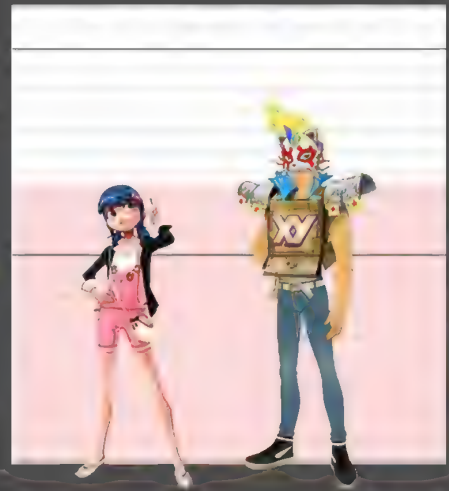
Paper maché (mashed paper)



Duct tape for eyes borders

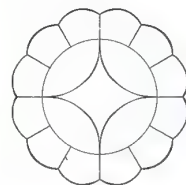
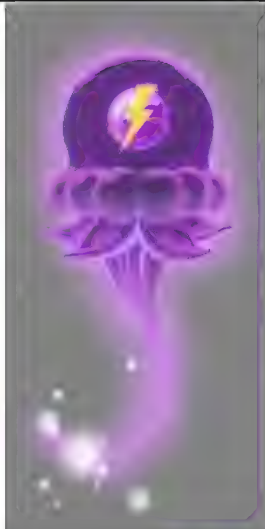
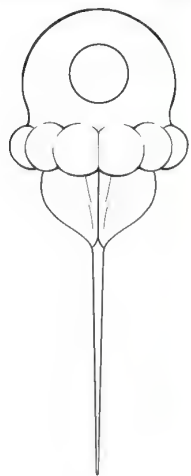


RELATION SIZE

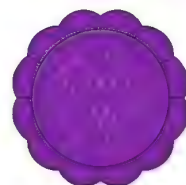


3D model

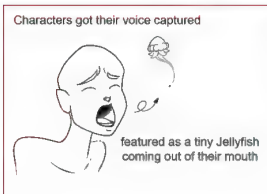




Bottom



Top



Relation Size
Marinette's hand

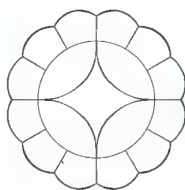
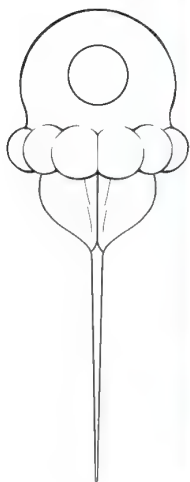


RELATION SIZE

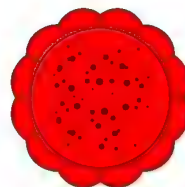


3D model

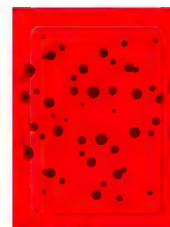
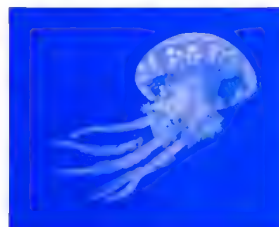
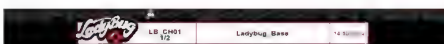




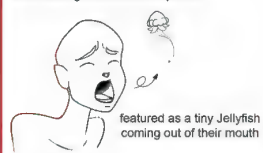
Bottom



Top



Characters got their voice captured



featured as a tiny Jellyfish coming out of their mouth

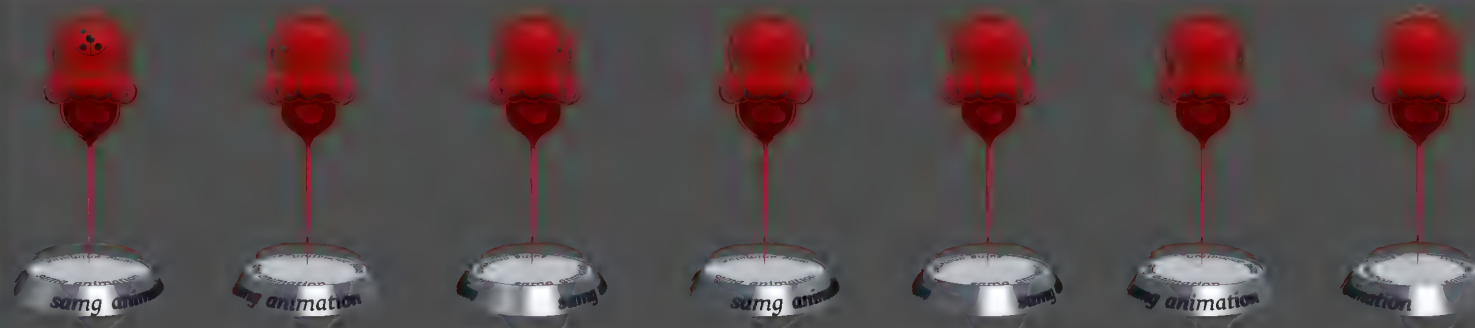
Relation Size
Marinette's hand



RELATION SIZE

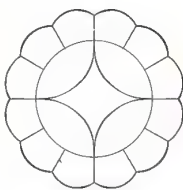
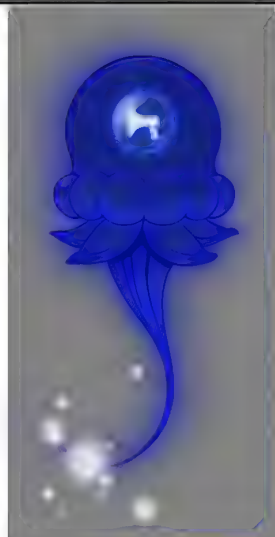
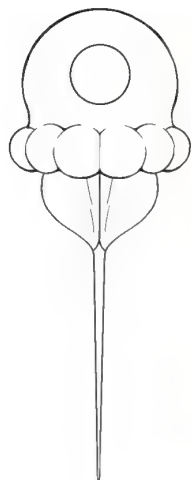


3D model



miraculous
Tales of Ladybug & Cat Noir

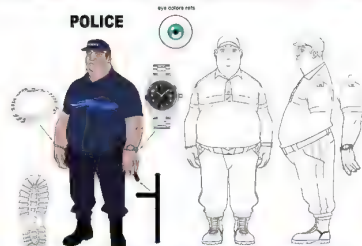
LB3_307_CH008_MEDUSE_LADYBUG



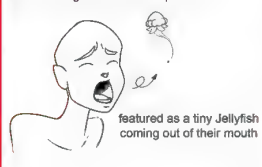
Bottom



Top



Characters got their voice captured



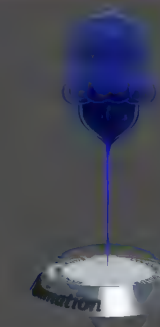
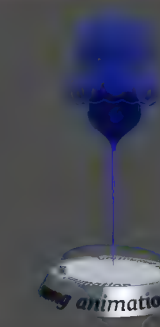
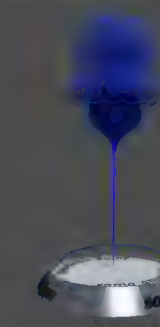
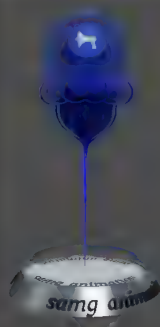
Relation Size
Marinette's hand



RELATION SIZE

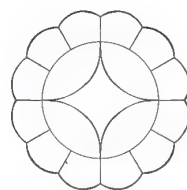
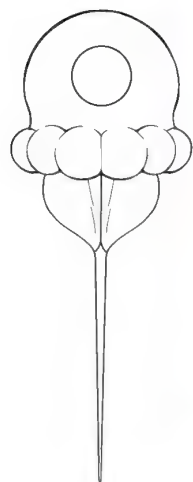


3D model

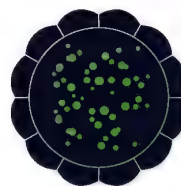


Miraculous
Tales of Ladybug & Cat Noir

LB3_307_CH009_MEDUSE_ROGER



Bottom



Top

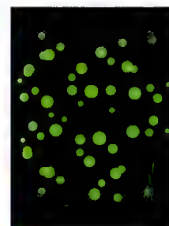
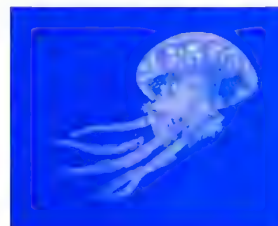


Characters got their voice captured



featured as a tiny Jellyfish coming out of their mouth

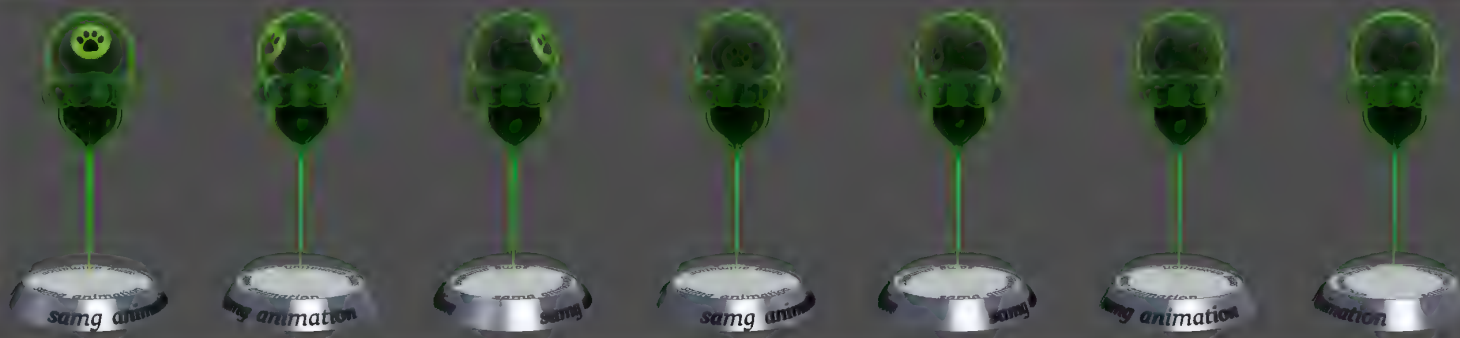
Relation Size
Marinette's hand



RELATION SIZE

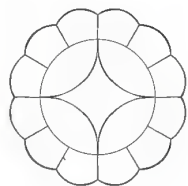
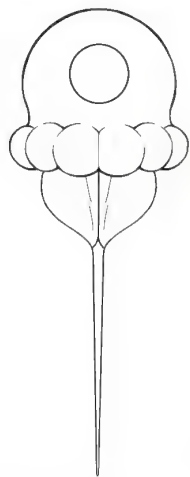


3D model

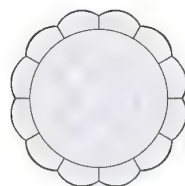


Miraculous
Tales of Ladybug & Cat Noir

LB3_307_CH010_MEDUSE_CATNOIR



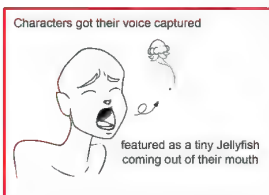
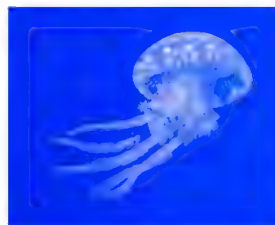
Bottom



Top



eye colors refs



RELATION SIZE

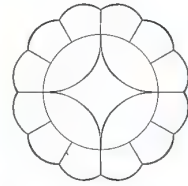
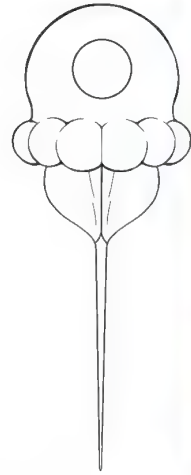


3D model

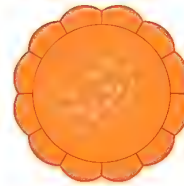


Miraculous
Tales of Ladybug & Cat Noir

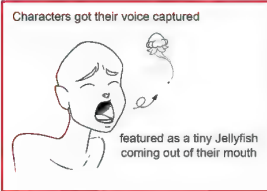
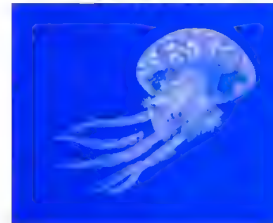
LB3_307_CH011_MEDUSE_MR_ANDRE_BOURGEOIS



Bottom



Top



Relation Size
Marinette's hand



RELATION SIZE



3D model

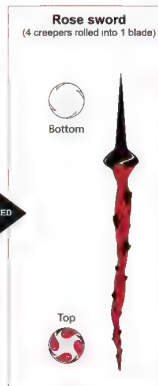
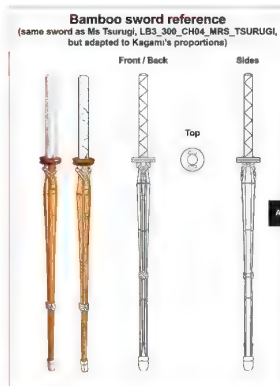
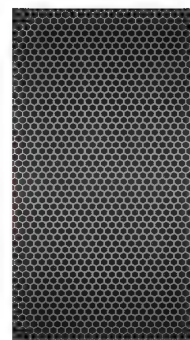
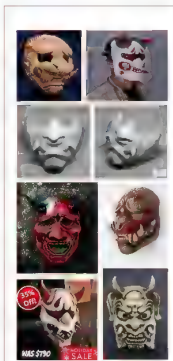
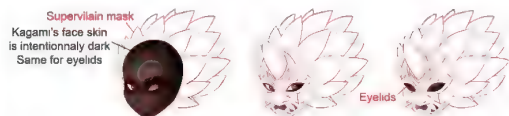


miraculous
Tales of Ladybug & Cat Noir

LB3_307_CH012_MEDUSE_ALEC

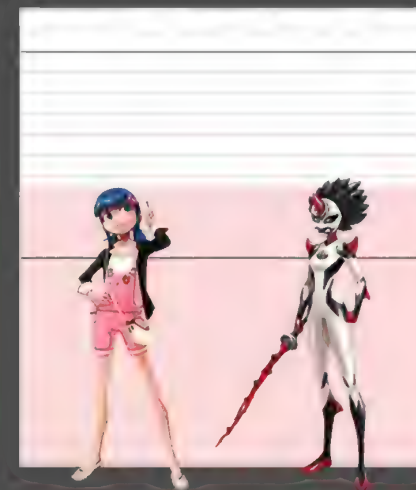


Note that only Kagami's face is animated, not the super villain mask



Rose creeper texture

RELATION SIZE



3D model



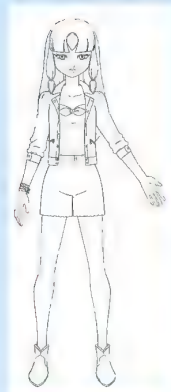
Miraculous
Tales of Ladybug & Cat Noir

LB3_308_CH001_ONI-CHAN

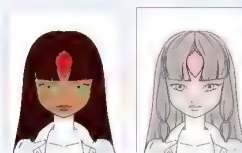
Size Reference
Not to be modelled



Horn : Smallest size



Horn : Biggest size



The horn is stuck on the forehead
Hair are slightly open on the front
and follow the horn shape

Like Pinocchio, Lila's horn grows every time she lies. Anticipate rigging for 5 steps of Sizes



Step 1

Step 2

Step 3

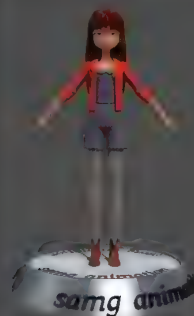
Step 4

Step 5

RELATION SIZE

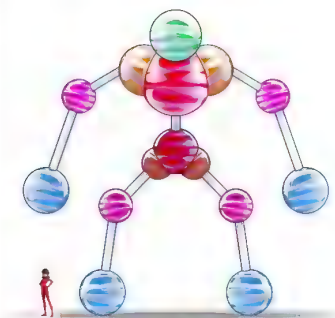


3D model

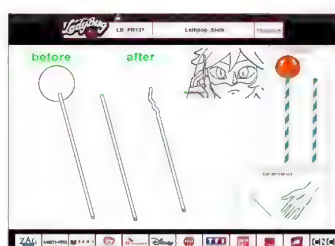
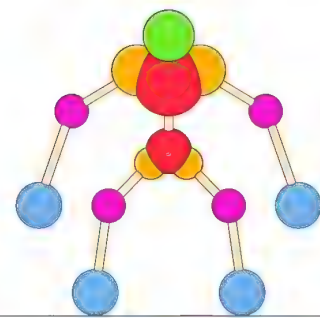
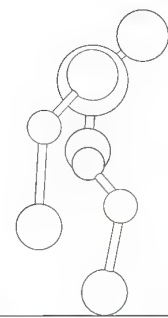
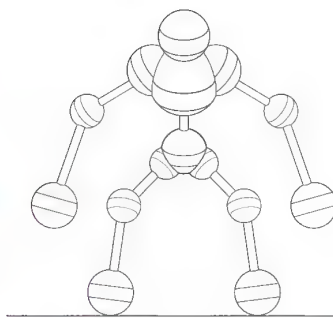


Miraculous
Tales of Ladybug & Cat Noir

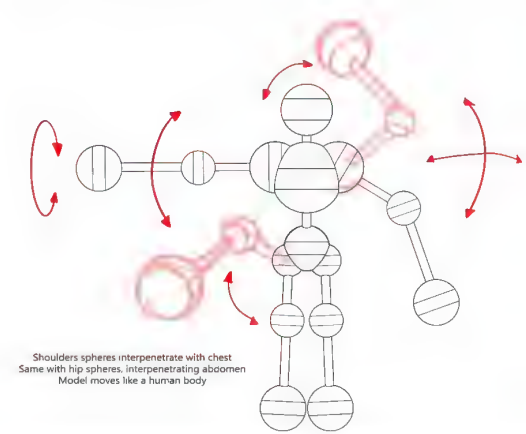
LB3_308_CH003_LILA_HORN



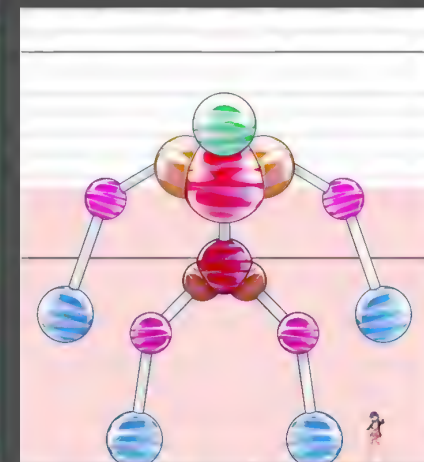
Ladybug's model is for size relation only. Not to be modelled



Lollipop Man is made of Lollipops
Use LB_PR137_Lollipop_Stick to build the model



RELATION SIZE



3D model



LB3_309_CH001_LOLLIPOP_MAN_SENTIMONSTER



LB_CH10_SABRINA



LB3_309_CH002_MIRACULER

Miraculer absorbs other heroes powers, doing that, logos of "stolen" powers appear on her suit



Before stealing Power



With Ladybug Power



With LB and CN power



With LB, CN and Carapace Powers



With LB, CN, CP and RR powers

Logos



CATNOIR (CN)



LADYBUG (LB)

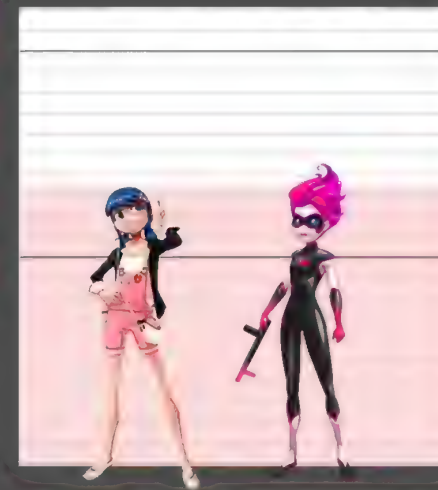


CARAPACE (CP)

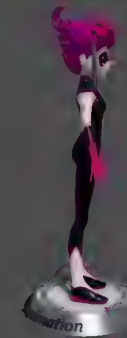


RENA ROUGE (RR)

RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB3_309_CH002_MIRACULER

LB_CH10_SABRINA



LB3_309_CH002_MIRACULER

Miraculer absorbs other heroes powers, doing that, logos of "stolen" powers appear on her suit



Before stealing Power



With Ladybug Power



With LB an CN power



With LB, CN an Carapace Powers



With LB, CN, CP and RR powers

Logos



CATNOIR (CN)



LADYBUG (LB)



CARAPACE (CP)



RENA ROUGE (RR)

RELATION SIZE



3D model

miraculous
Tales of Ladybug & Cat Noir

LB3_309_CH003_MIRACULER_LB_CN_CP



LB_CH10_SABRINA



LB3_309_CH002_MIRACULER

Miraculer absorbs other heroes powers, doing that, logos of "stolen" powers appear on her suit



Before stealing Power



With Ladybug Power



With LB an CN power



With LB, CN an Carapace Powers



With LB, CN, CP and RR powers

Logos



CATNOIR (CN)



LADYBUG (LB)

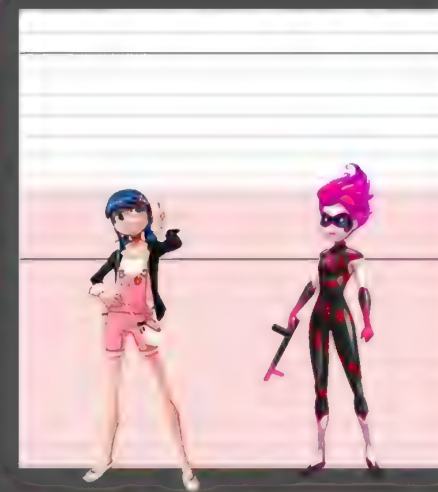


CARAPACE (CP)



RENA ROUGE (RR)

RELATION SIZE



3D model

Miraculous
Tales of Ladybug & Cat Noir

LB3_309_CH005_MIRACULER_LB



LB_CH10_SABRINA



LB3_309_CH002_MIRACULER

Miraculer absorbs other heroes powers, doing that, logos of "stolen" powers appear on her suit



Before stealing Power



With Ladybug Power



With LB an CN power



With LB, CN an Carapace Powers



With LB, CN, CP and RR powers

Logos



CATNOIR (CN)



LADYBUG (LB)

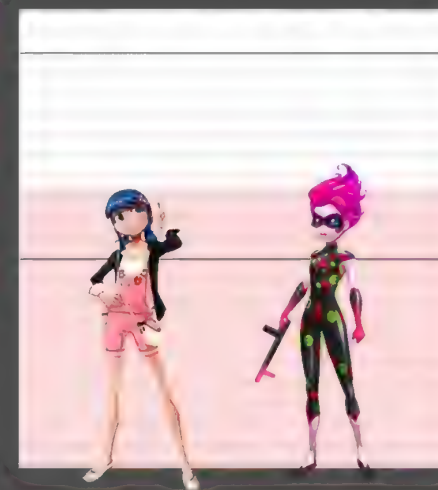


CARAPACE (CP)



RENA ROUGE (RR)

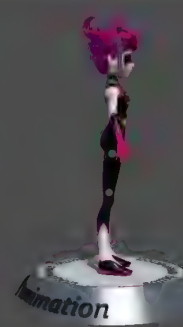
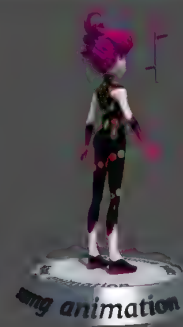
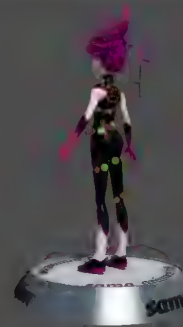
RELATION SIZE



3D model

Miraculous
Tales of Ladybug & Cat Noir

LB3_309_CH006_MIRACULER_LB_CN



LB_CH10_SABRINA



LB3_309_CH002_MIRACULER

Miraculer absorbs other heroes powers, doing that, logos of "stolen" powers appear on her suit



Before stealing Power



With Ladybug Power



With LB an CN power



With LB, CN an Carapace Powers



With LB, CN, CP and RR powers

Logos



CATNOIR (CN)



LADYBUG (LB)

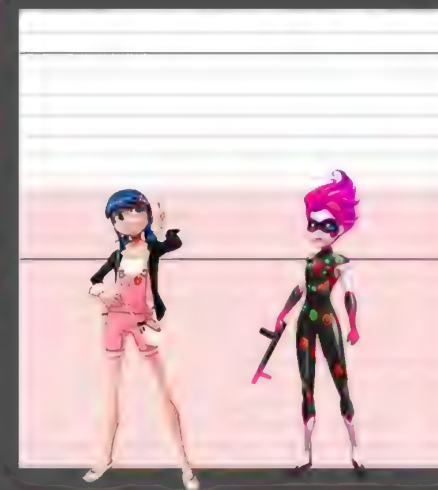


CARAPACE (CP)



RENA ROUGE (RR)

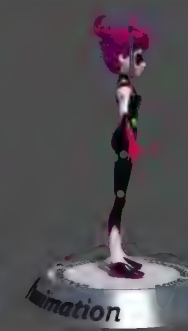
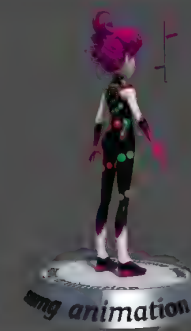
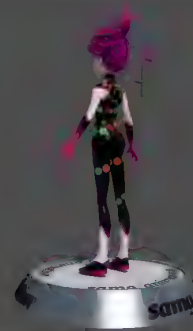
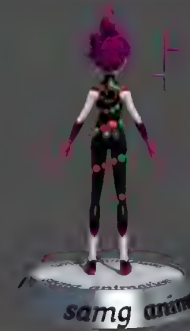
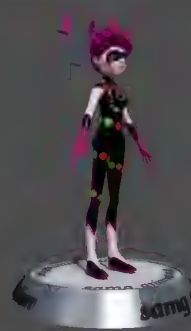
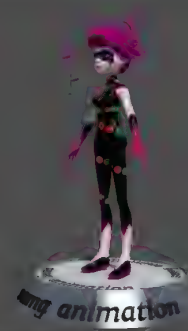
RELATION SIZE

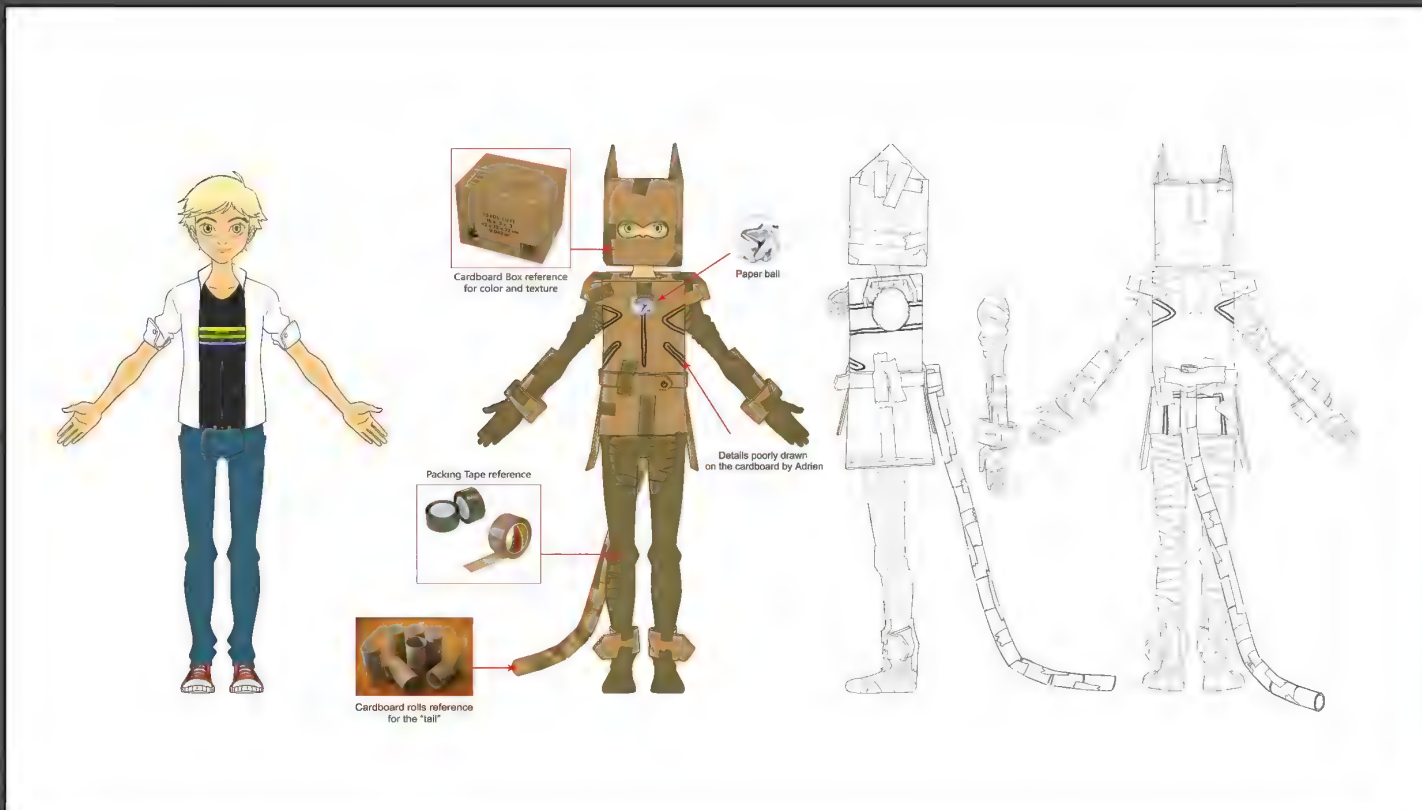


3D model

miraculous
Tales of Ladybug & Cat Noir

LB3_309_CH007_MIRACULER_LB_CN_CP_RR

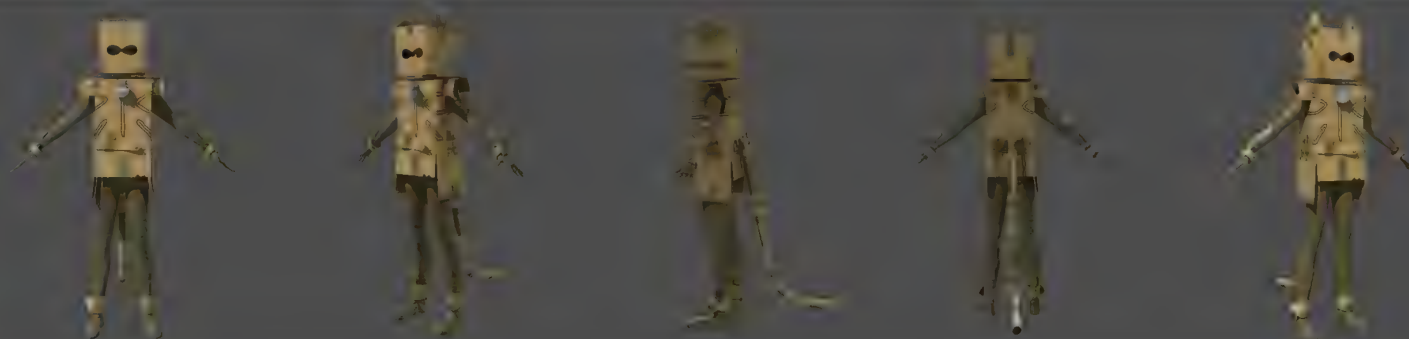




RELATION SIZE



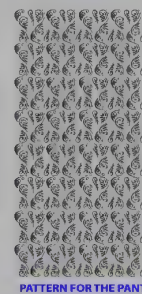
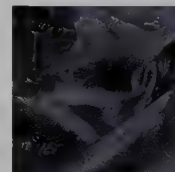
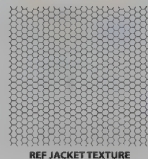
3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_310_CH002_CATNOIR_CARDBOARD_SUIT

LB3_311_CH003_VIVICA



RELATION SIZE



3D model



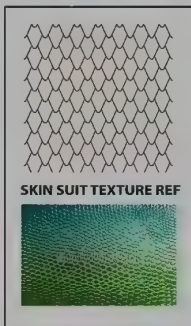
miraculous
Tales of Ladybug & Cat Noir

LB3_311_CH001_DESPERADA

LB_CH04_CAT_NOIR



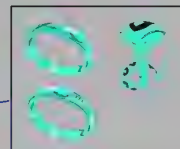
LEATHER SUIT REF



SKIN SUIT TEXTURE REF



Eye color ref

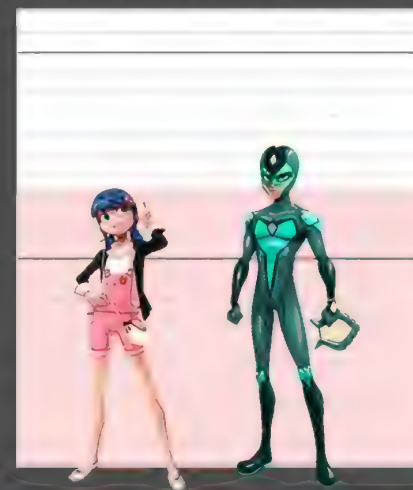


SNAKE'S MIRACULOUS



Sole shoe

RELATION SIZE



3D model



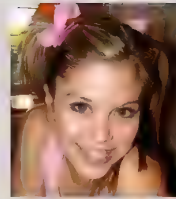
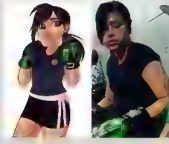
miraculous
Tales of Ladybug & Cat Noir

LB3_311_CH002_ASPIK

For Size Relation only - Not to be modelled



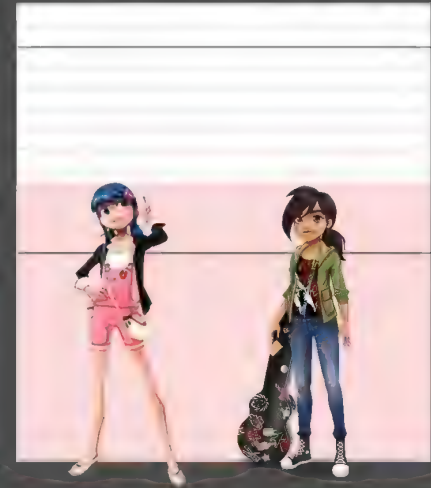
Vivica reference



Guitar case and stickers



RELATION SIZE



3D model

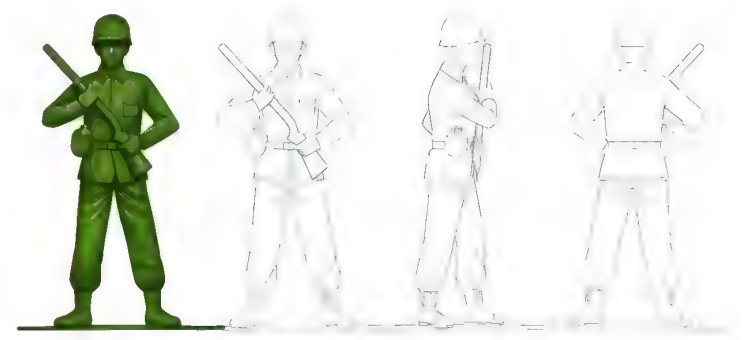


miraculous
Tales of Ladybug & Cat Noir

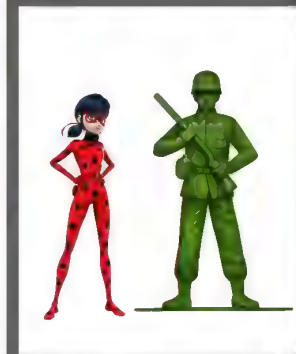
LB3_311_CH003_VIVICA



Storyboard View

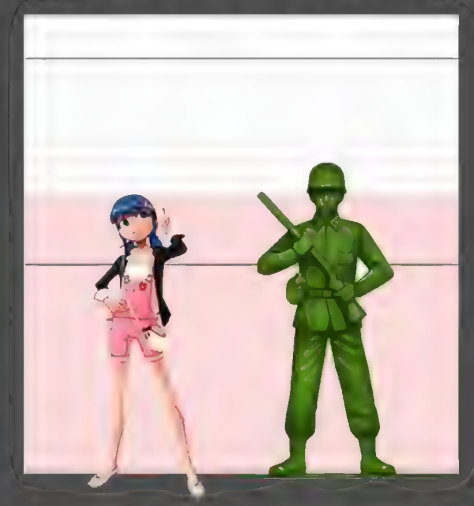


Shader

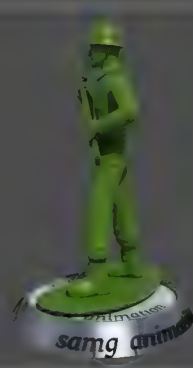


Relation Size

RELATION SIZE

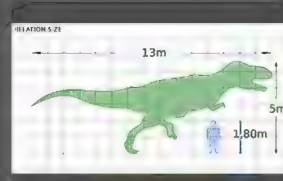


3D model





Shader



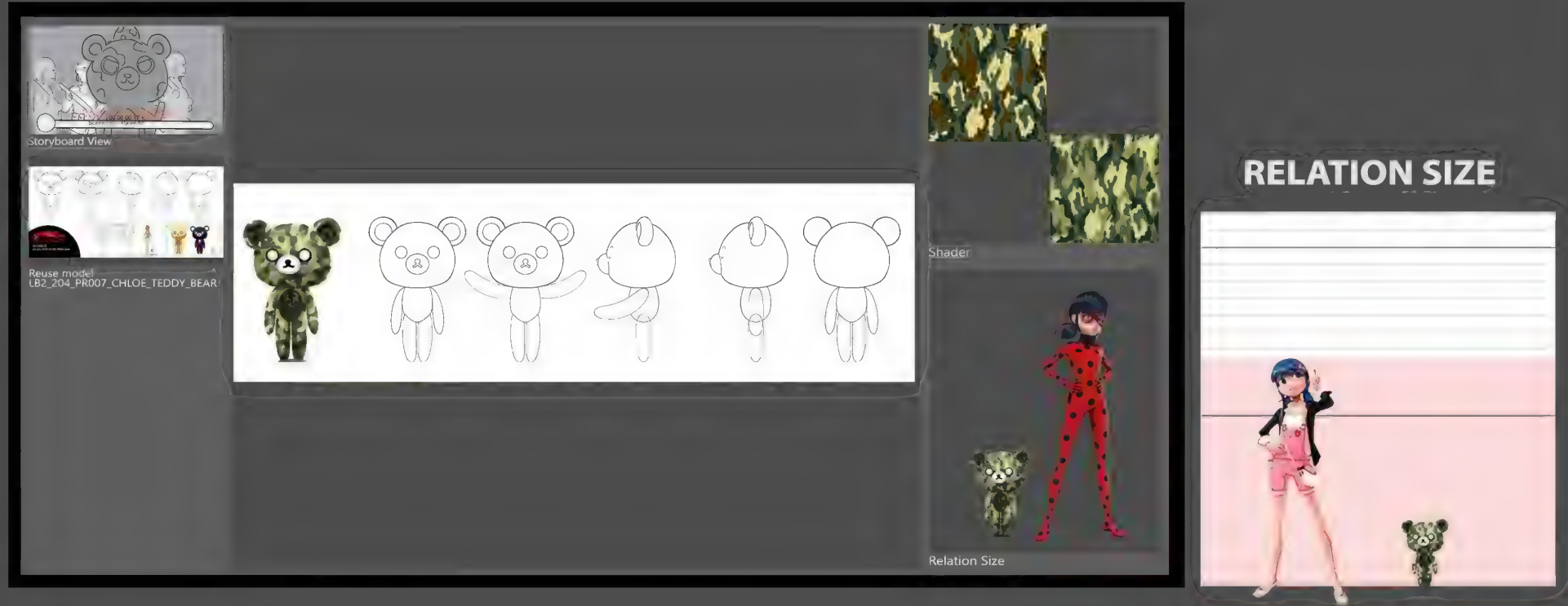
Relation Size

RELATION SIZE

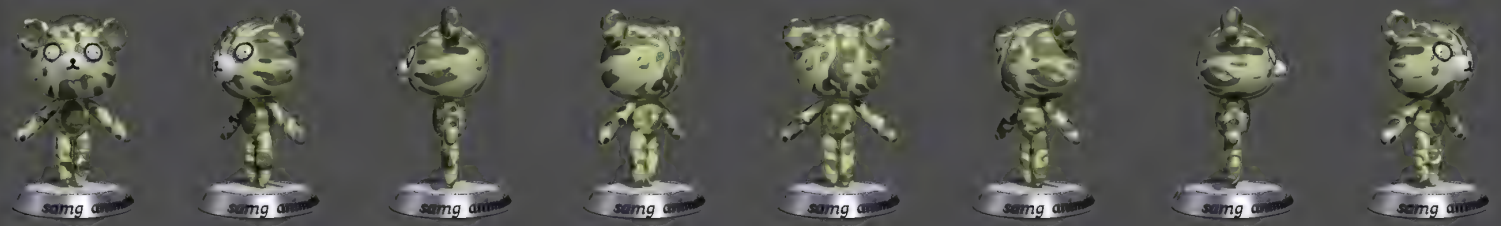


3D model



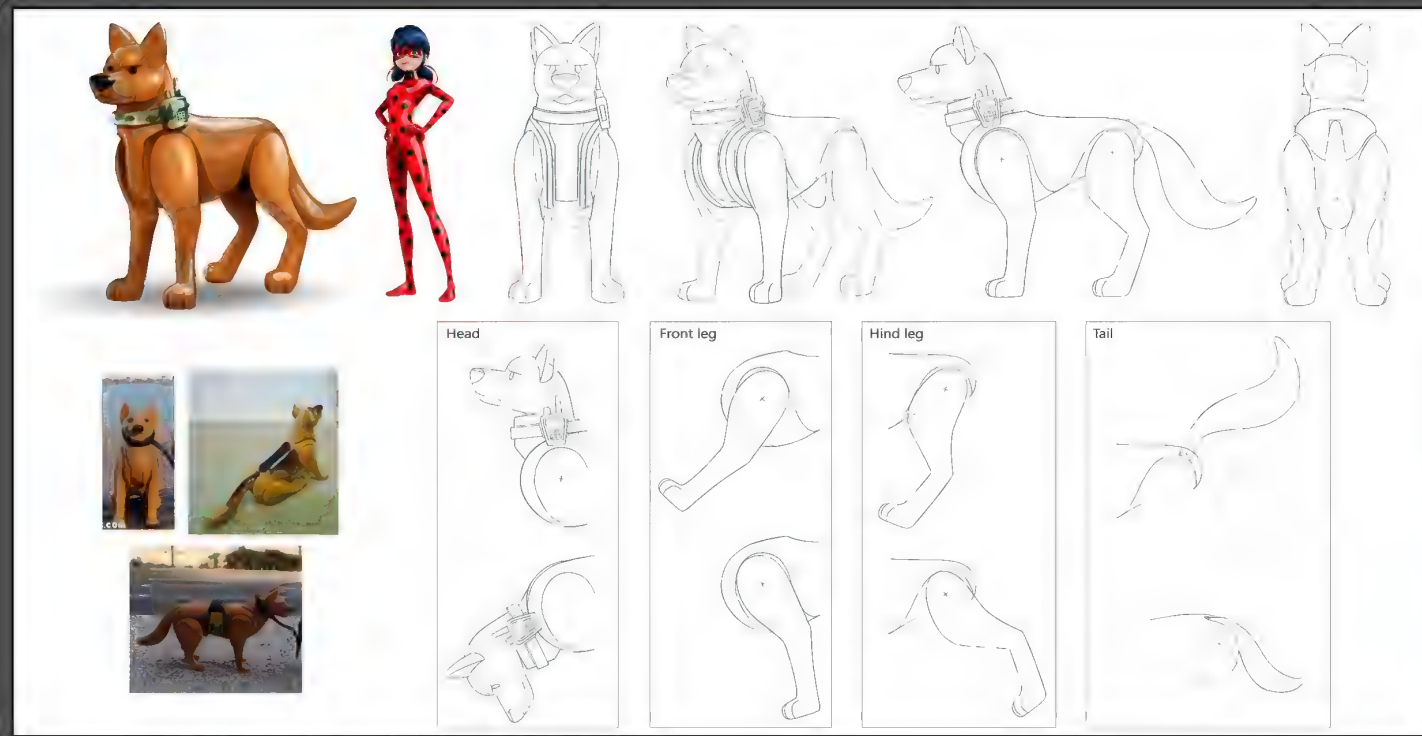


3D model

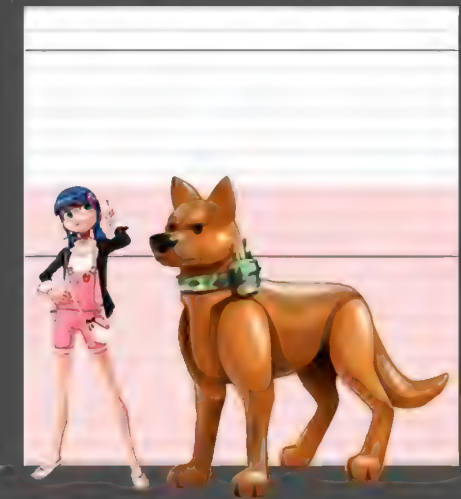


Miraculous
Tales of Ladybug & Cat Noir

LB3_312_CH004_MAJOR TEDDY



RELATION SIZE



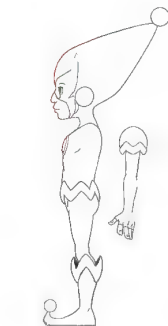
3D model



Nino & Ladybug are for Size Relation - Not to be modelled

Remonter entre-jambe et rallonger les bras (poignet au niveau de l'entre-jambe)

CHRISMASTER

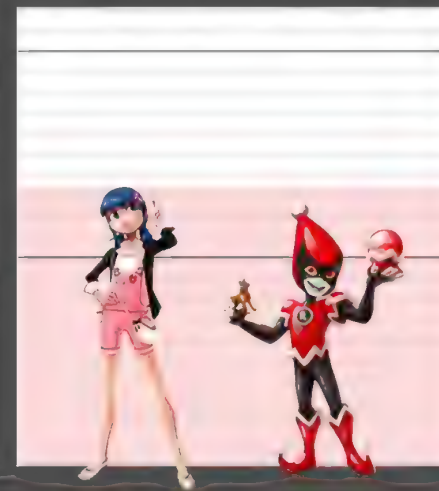


Shiny spandex for suit and balls

Tileable pattern as texture for suit



RELATION SIZE



3D model

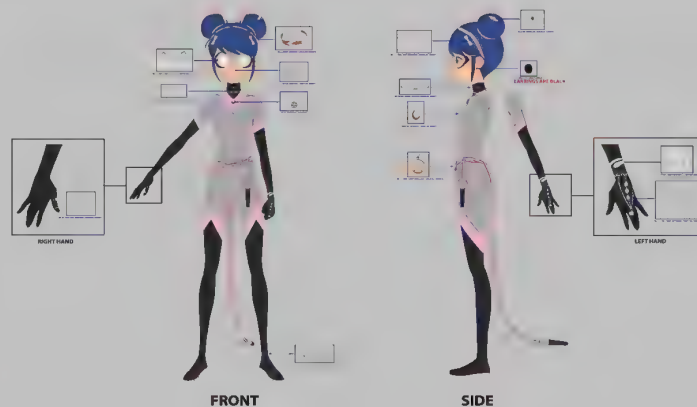


miraculous
Tales of Ladybug & Cat Noir

LB3_312_CH006_CHRISMASTER

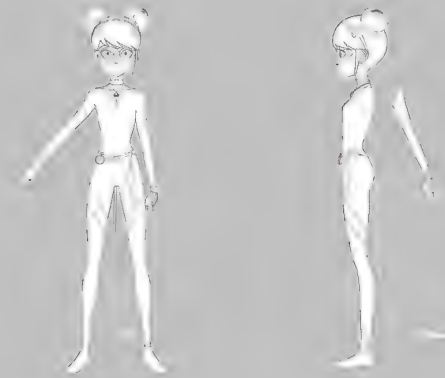


REUSE THE CHARACTER «LB3_314_CH002 POLYMOUSE»
AND ADD SHE ALL MIRACULOUS IN CAMOUFLAGE MODE
(EXCEPTED : THE MOUSE MIRACULOUS CHARGED
and THE LADYBUG MIRACULOUS UNCHARGED).
REFER TO THE DESIGN JUST ABOVE



FRONT

SIDE



FRONT

SIDE

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_314_CH001 POLYMOUSE 15
MIRACULOUS_CAMOUFLAGE_MARINETTE

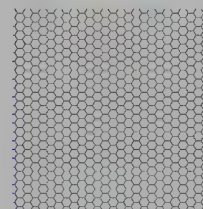
LB_CH01_LADYBUG



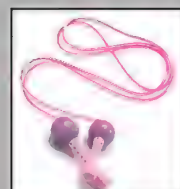
Mouse's Miraculous Close Up



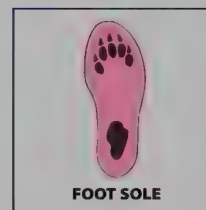
Eye color ref



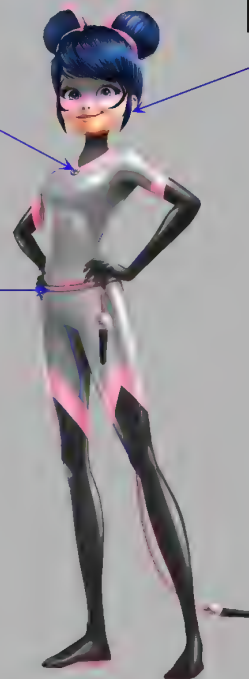
REF TEXTURE SUIT



Plastic Texture for her jumping rope tail



FOOT SOLE



RELATION SIZE



3D model

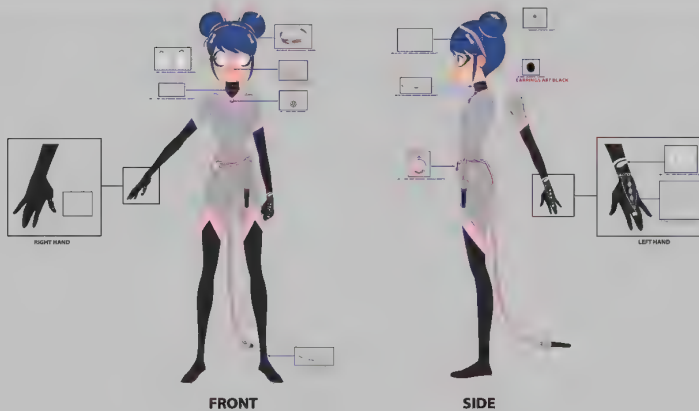


miraculous
Tales of Ladybug & Cat Noir

LB3_314_CH002_POLYMOUSE



REUSE THE CHARACTER «LB3_314_CH001_POLYMOUSE»
AND ADD SHE ALL MIRACULOUS IN CAMOUFLAGE MODE
(EXCEPTED THE MOUSE MIRACULOUS).
SHE HASN'T THE FOX MIRACULOUS.
REFER TO THE DESIGN JUST ABOVE



FRONT

SIDE



FRONT

SIDE

RELATION SIZE



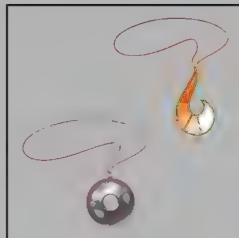
3D model



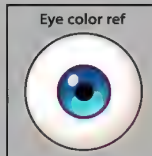
Miraculous
Tales of Ladybug & Cat Noir

LB3_314_CH003_POLYMOUSE_14
MIRACULOUS_CAMOUFLAGE_MARINETTE

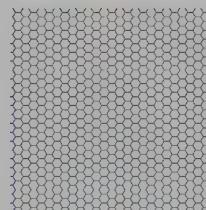
LB_CH01_LADYBUG



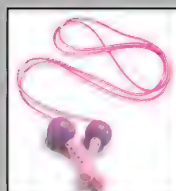
Mouse's and Fox's
Miraculous Close Up



Eye color ref



REF TEXTURE SUIT



Plastic Texture for her
jumping rope tail



FOOT SOLE



RELATION SIZE



3D model

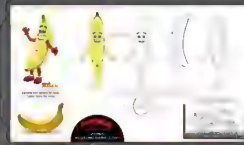


miraculous
Tales of Ladybug & Cat Noir

LB3_314_CH004_POLYFOX



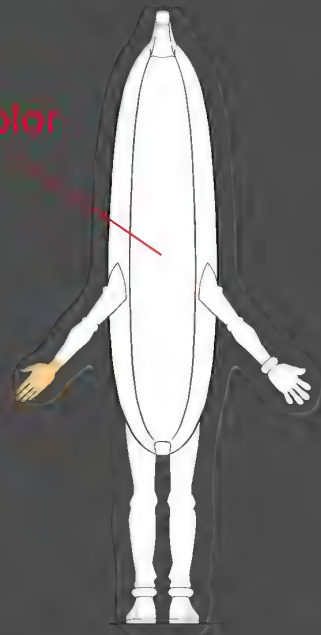
Storyboard View



Reuse models:
LB_FR221_CH002_BANANA_COSTUME
and
LB_CH05_Adrien



With color
course



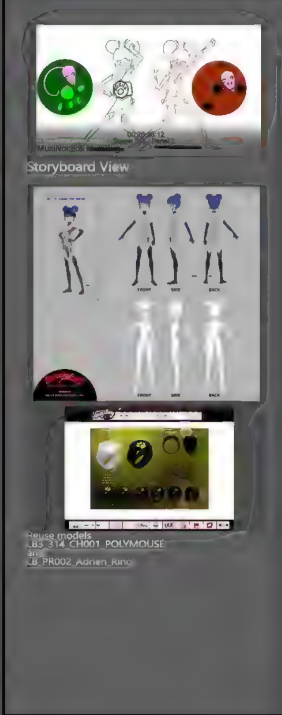
RELATION SIZE



3D model



LB3_311_CH001_LB3_314_CH005
BANANA_COSTUME_WITHOUT_GLOVES

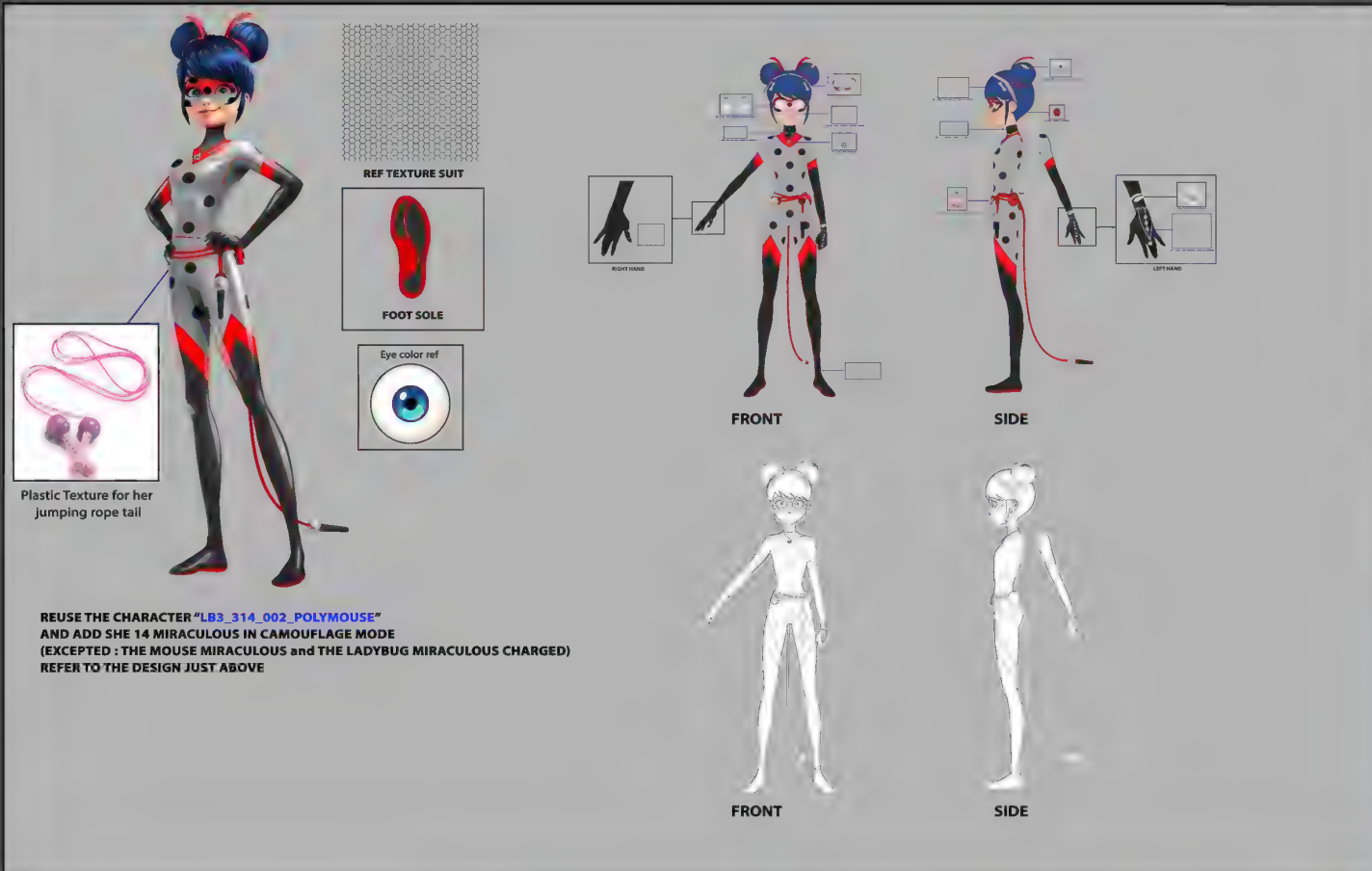


RELATION SIZE



3D model

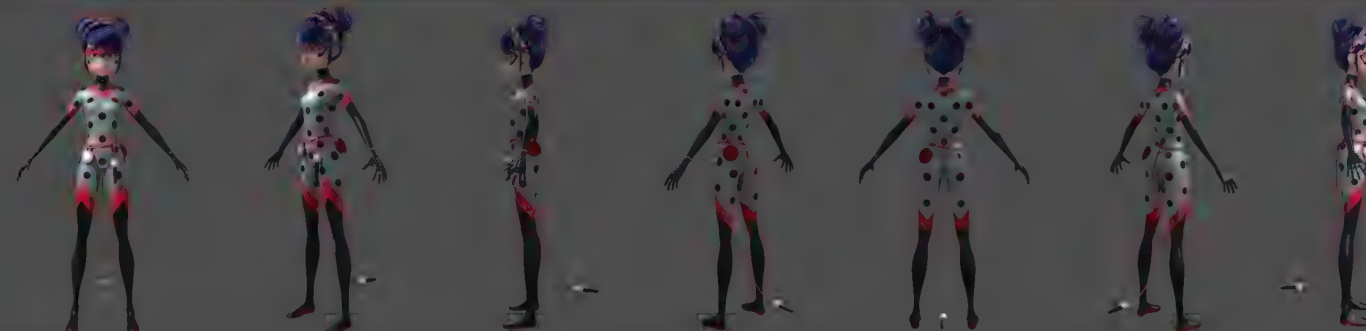




RELATION SIZE

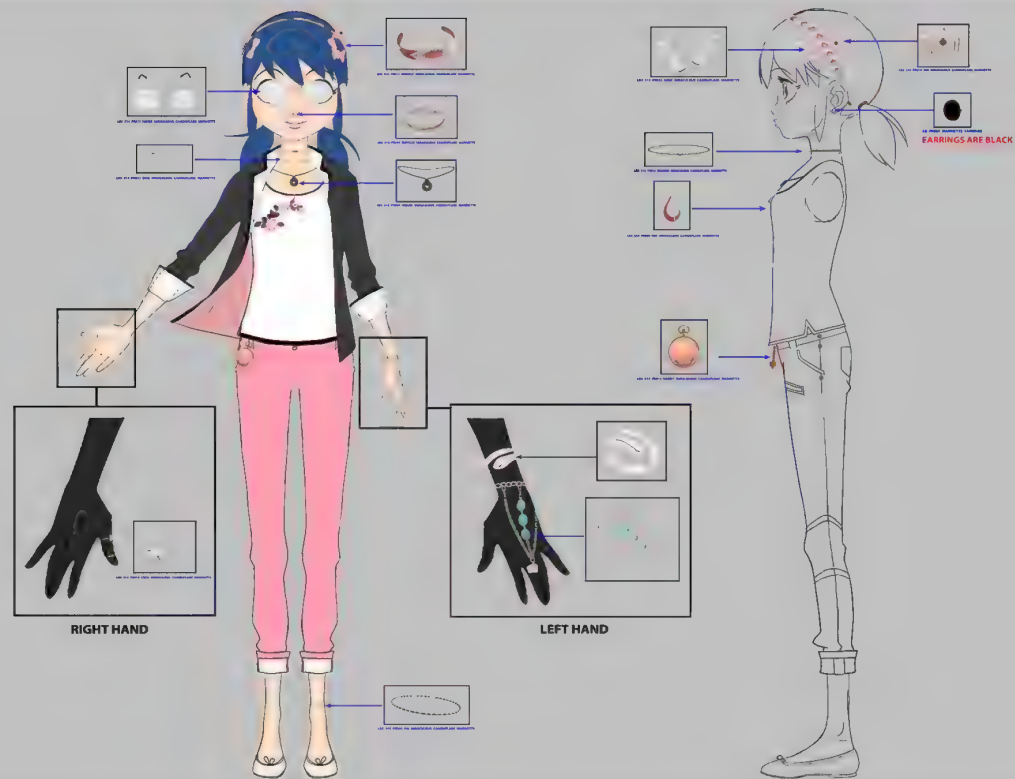


3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_314_CH007_POLYBUG_14_MIRACULOUS



RELATION SIZE

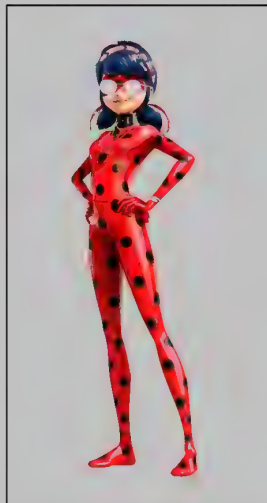


3D model



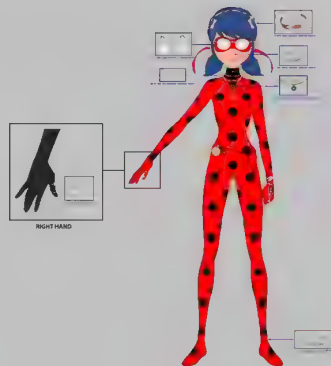
miraculous
Tales of Ladybug & Cat Noir

LB3_314_CH008_MARINETTE_15
MIRACULOUS_CAMOUFLAGE_MARINETTE

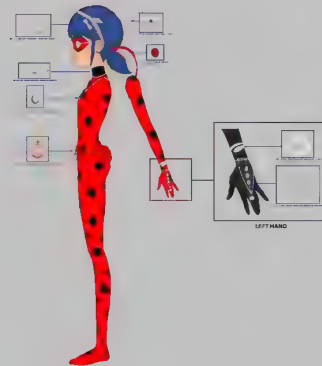


REUSE THE CHARACTER «LB_CH01_Ladybug_Base»
AND ADD SHE ALL MIRACULOUS IN MARINETTE CAMOUFLAGE MODE
(EXCEPTED THE LADYBUG MIRACULOUS CHARGED).
REFER TO THE DESIGN JUST ABOVE

NORMAL SIZE



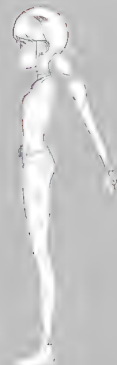
FRONT



SIDE



FRONT

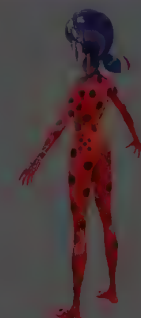


SIDE

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_314_CH009_LADYBUG_15_MIRACULOUS

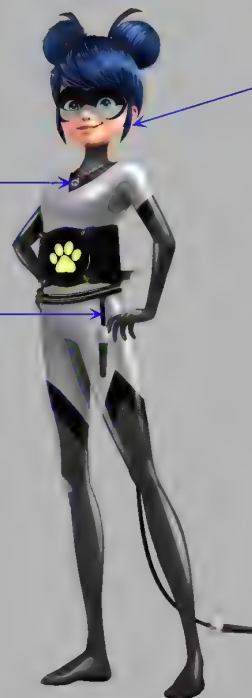
LB_CH01_LADYBUG



Mouse's and Cat's
Miraculous Close Up

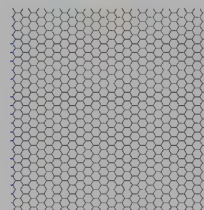


Plastic Texture for her
jumping rope tail



NO EARRINGS !!

Eye color ref



REF TEXTURE SUIT

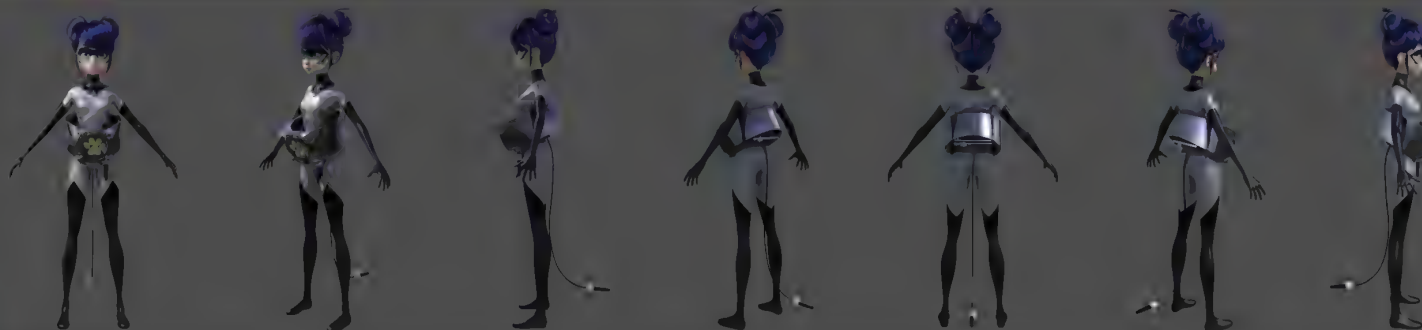


FOOT SOLE

RELATION SIZE

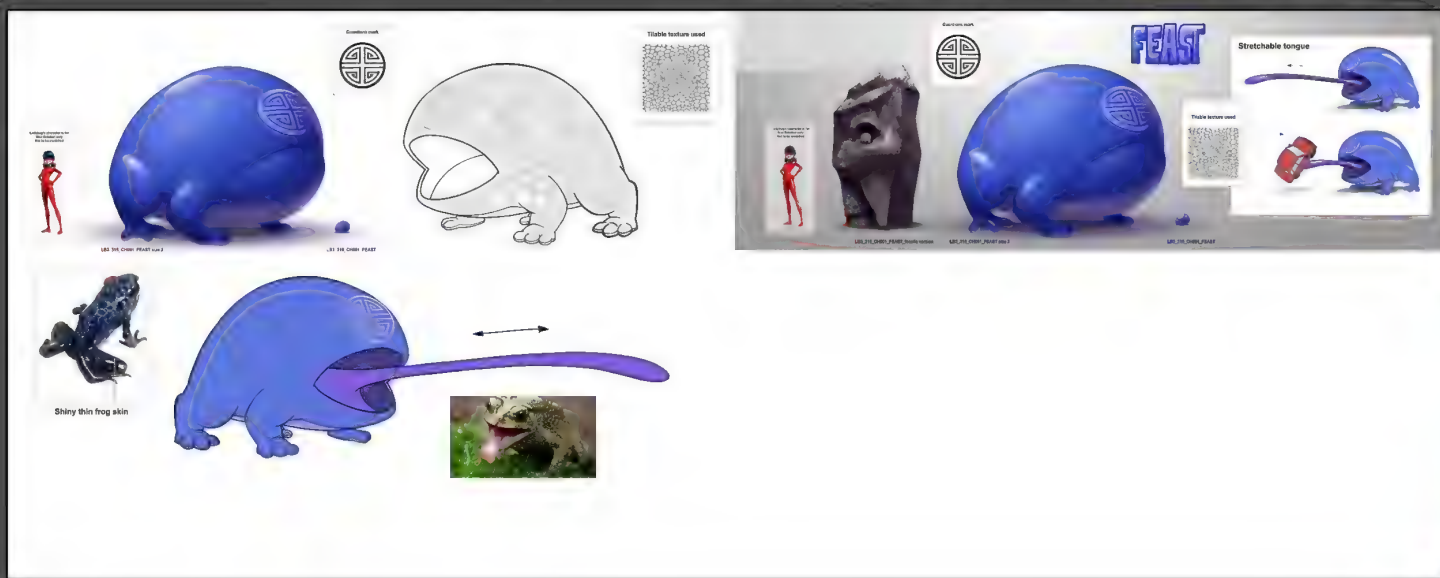


3D model

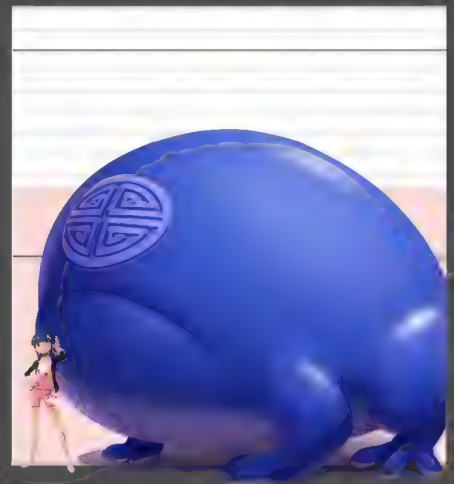


miraculous
Tales of Ladybug & Cat Noir

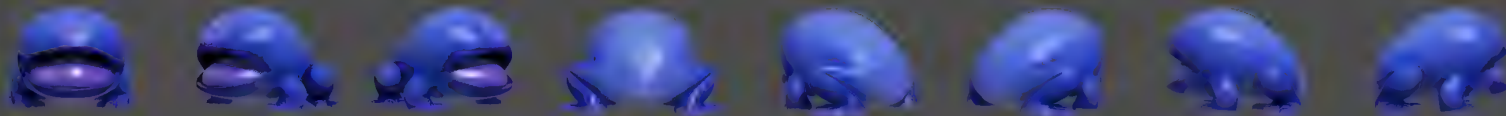
LB3_314_CH011_POLYNOIRE



RELATION SIZE



3D model



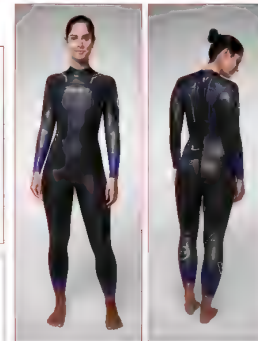
miraculous
Tales of Ladybug & Cat Noir

LB3_315_CH001_FEAST

SIZE REFERENCES - NOT TO BE MODELLED

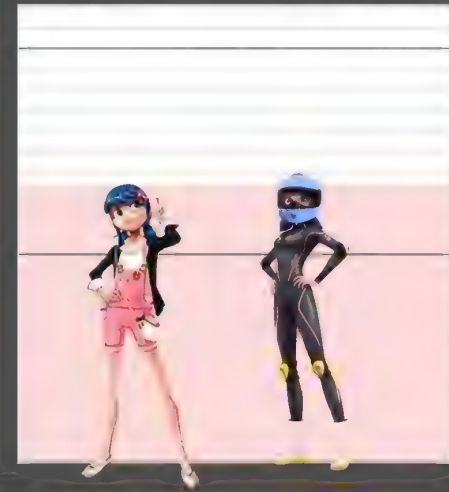


LB3_315_CH002_MARINETTE_HOMEMADE_FIGHT_SUIT



You can Reuse the model fo the props :LB_p033_mhelmet

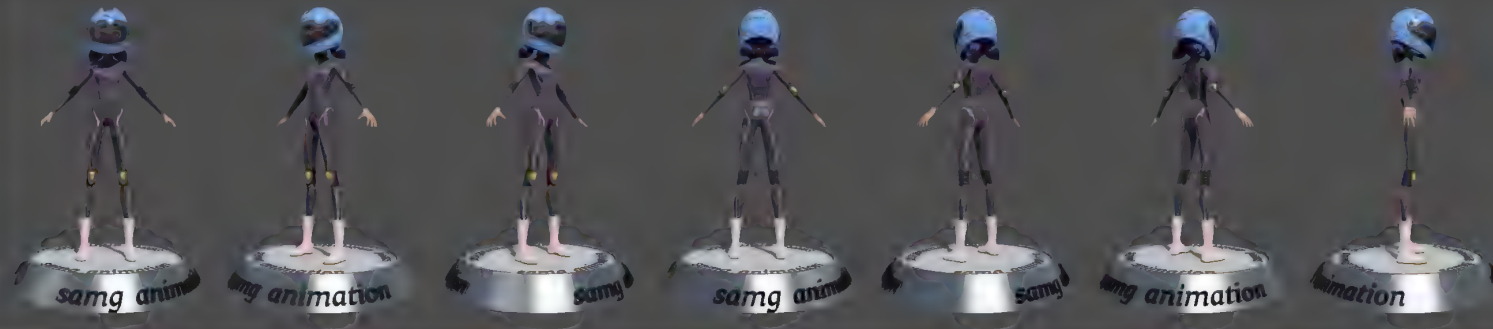
RELATION SIZE



3D model

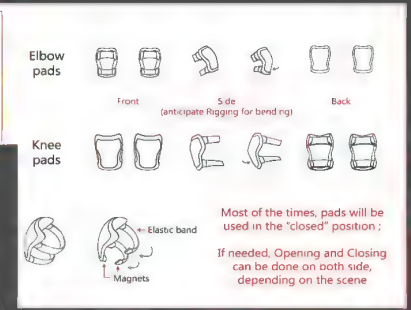
Miraculous
Tales of Ladybug & Cat Noir

LB3_315_CH002_MARINETTE_HOMEMADE_FIGHT_SUIT



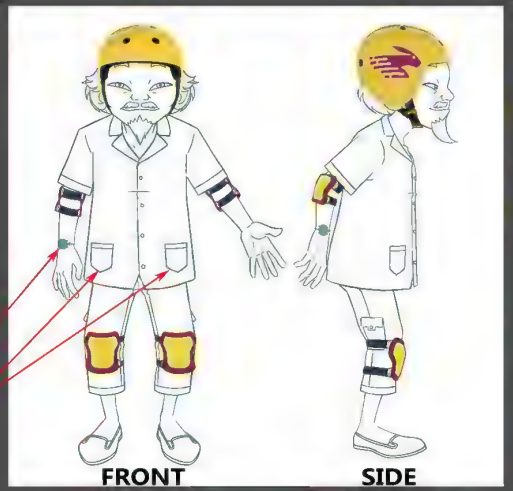


LB3_325_CH024_MARINETTE_BIKE_SUIT_V2



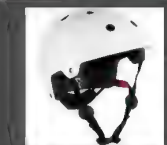
LB_PR452_Master_Fu_Miraculous

Add pockets here



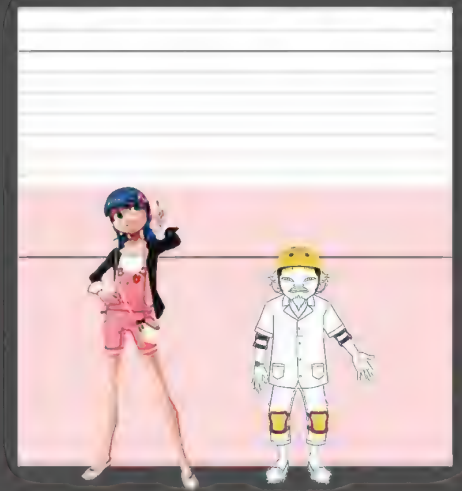
FRONT

SIDE



Helmet reference

RELATION SIZE



3D model

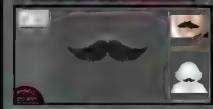


LB3_315_CH004_MASTER_FU_DELIVERY_SUIT





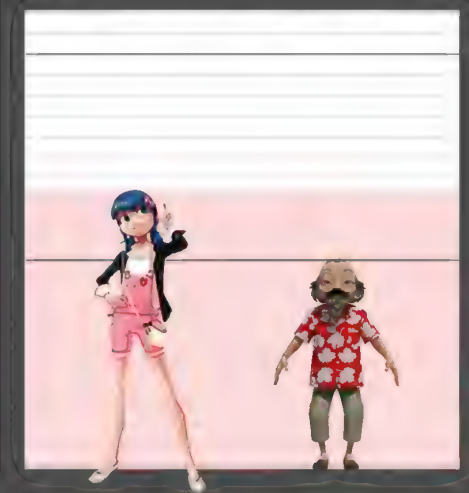
Storyboard View



Storyboard View



RELATION SIZE



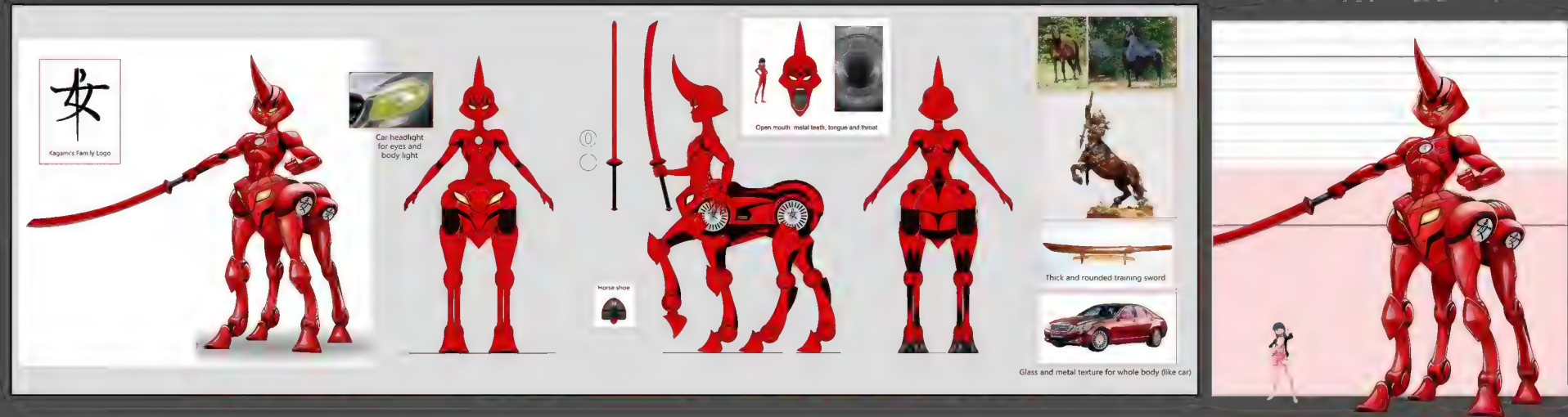
3D model



Miraculous
Tales of Ladybug & Cat Noir

LB3_315_CH005_MASTER_FU_WITH_MOUSTACHE

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_318_CH001_IKARI_GOZEN

LB3_319_CH007_CHRIS_ADULT



SKIN COLOR

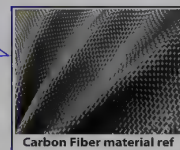


Plastic ref

Eye color ref



Golden metal ref



Carbon Fiber material ref

AKUMATIZED

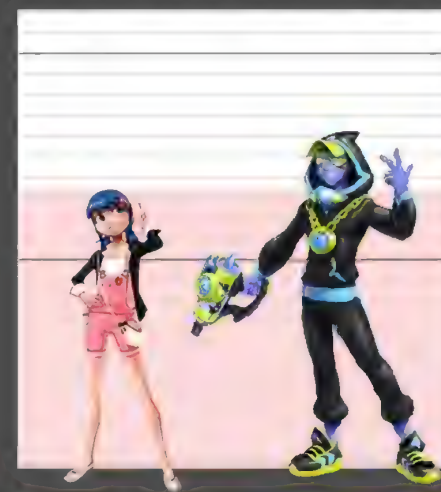


Rubber sole shoe

Fabric shoe ref



RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB3_319_CH001_TIMETAGGER

LB3_319_CH004_ALIX_ADULT



Rabbit Miraculous must enter inside her pocket and can be outside also held by a rope as a «pocket watch».
(!) Her pocket must be enough big for put the miraculous inside !



Eye Color Ref



RELATION SIZE

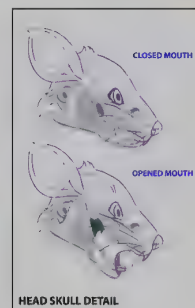
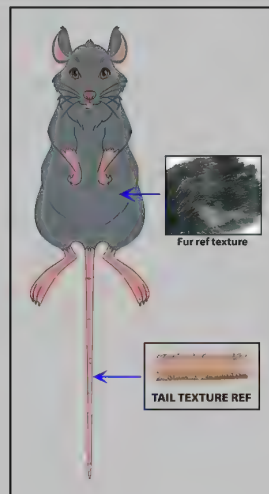


3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_319_CH002_BUNNIX_ADULT



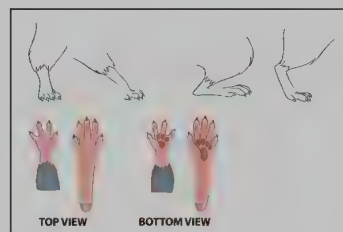
FRONT



SIDE



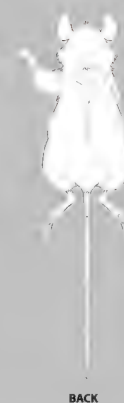
BACK



FRONT



SIDE

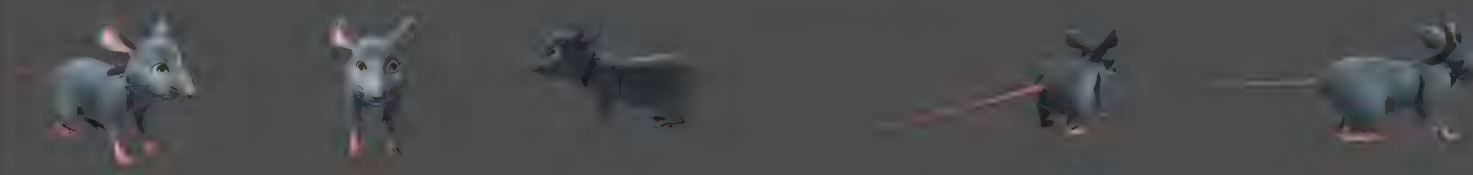


BACK

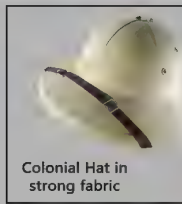
RELATION SIZE



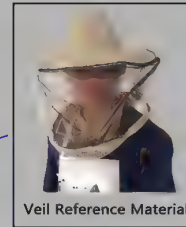
3D model



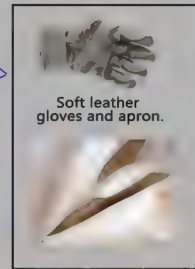
LB_CH32_GABRIEL



Colonial Hat in strong fabric

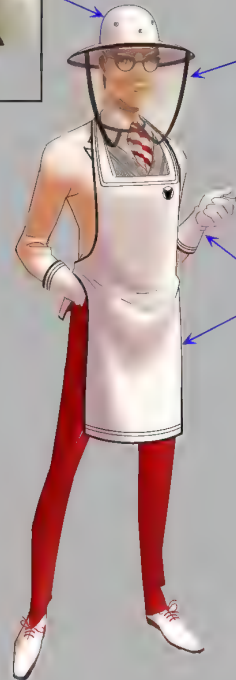


Veil Reference Material



Soft leather gloves and apron.

His apron should be animated



RELATION SIZE



3D model

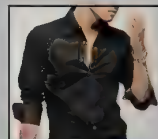


miraculous
Tales of Ladybug & Cat Noir

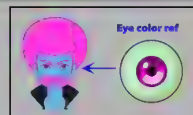
LB3_320_CH001_GABRIEL_BEEKEEPER_SUIT



PARTY CRASHER IS BASED ON FARID CHARACTER
LB2_200_CH002_FARID



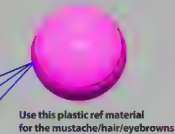
Shirt ref



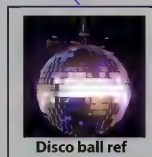
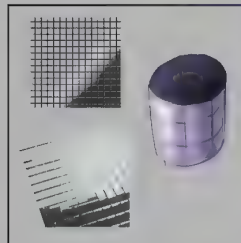
Eye color ref



The faces must follow the movements of the body



Use this plastic ref material for the mustache/hair/eyebrows

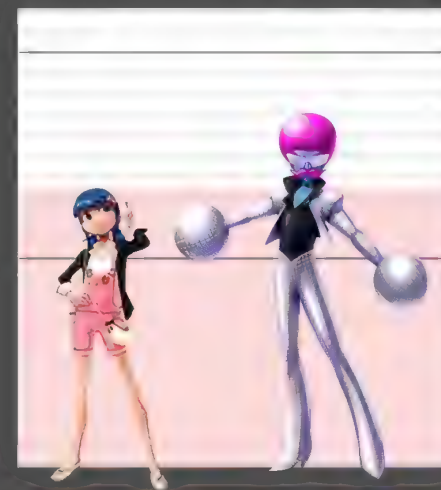


Disco ball ref

The faces are not completely flat.
They bend slightly with the volume

Use this material for all the costume,
necklace and his glasses.

RELATION SIZE



3D model



Miraculous
Tales of Ladybug & Cat Noir

LB3_320_CH004_PARTY_CRASHER

Storyboard View

Reuse models
 LB2_208_PRO09_GINA_MOTO_HELMET
 LB_PR486_Mustachio_Outfit
 LB3_320_PRO27_CARPET



RELATION SIZE



3D model



LB_CH04_CAT_NOIR

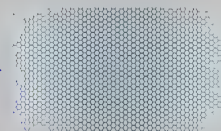
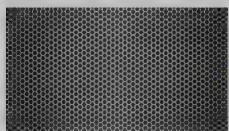


AKUMATIZED



Adrien turns into a «negative» version of himself

Same leather material and same grid pattern texture for suit, as the original Cat Noir's model, change the color in white only, as the design



BELT REF TEXTURE



SIDE



FRONT



Eye Color Ref



SOLE SHOE

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_322_CH001_CAT_BLANK



Bandage material ref



FRONT



SIDE

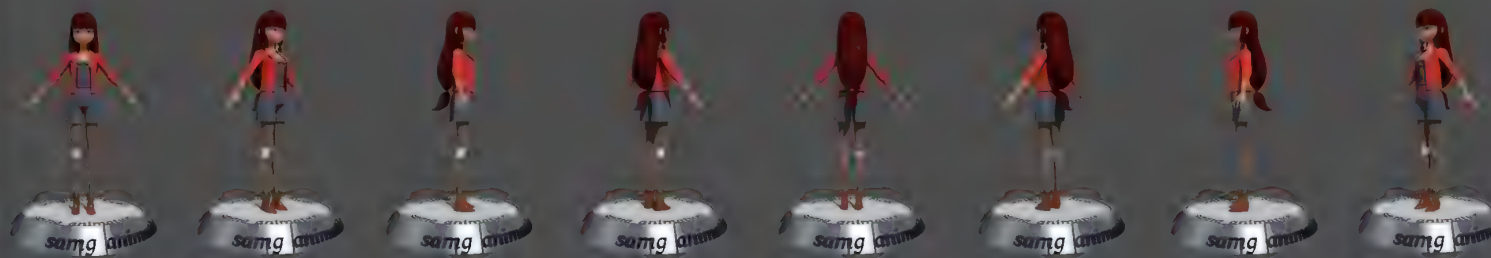


BACK

RELATION SIZE



3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_324_CH001_LILA_INJURED



REUSE LB3_200_CH064_MARINETTE_APRON_MODEL
AND ADD FLOUR ON HER AS THE DESIGN PLS



FRONT



SIDE



BACK



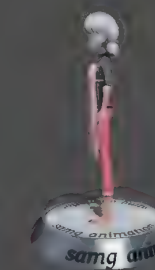
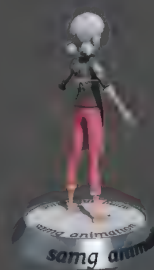
00:13:42:09
Scene 239 - Panel 3

REF SCREEN BOARD

RELATION SIZE

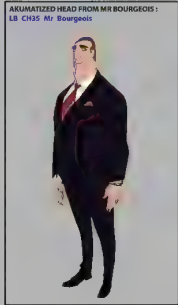


3D model

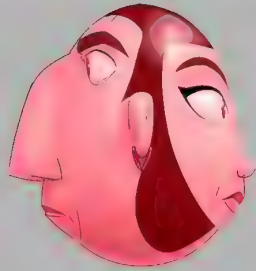


Miraculous
Tales of Ladybug & Cat Noir

LB3_324_CH003_MARINETTE_APRON_FLOUR



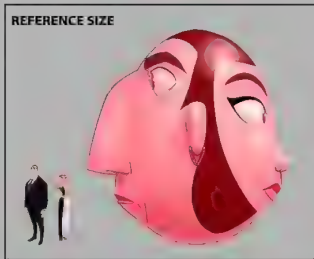
HEART HUNTER ANDRE'S SIDE



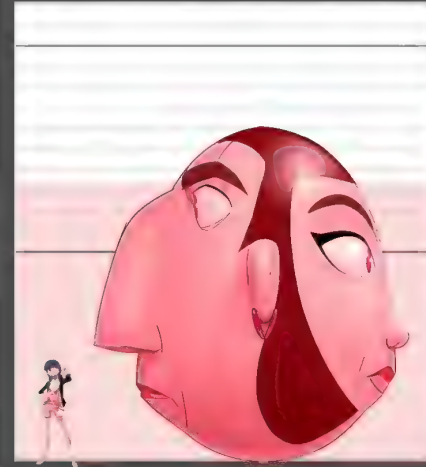
SIDE VIEW WITH THE BOTH FACES



HEART HUNTER AUDREY'S SIDE



RELATION SIZE

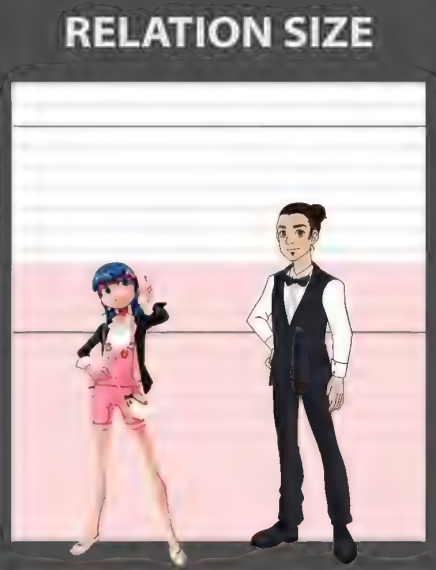
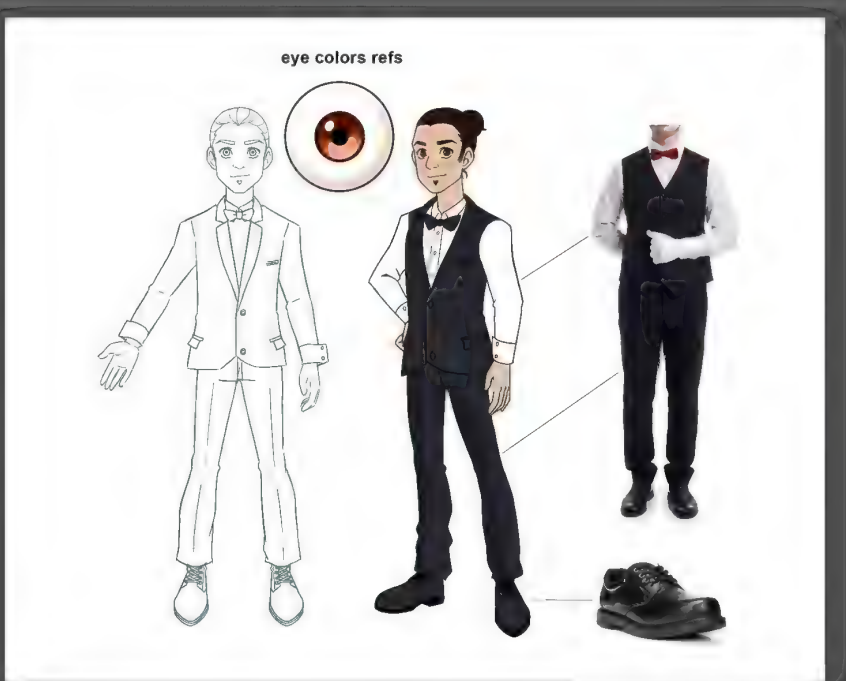
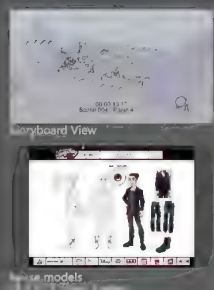


3D model



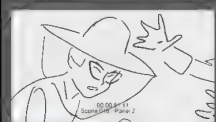
miraculous
Tales of Ladybug & Cat Noir

LB3_325_CH001_HEART_HUNTER

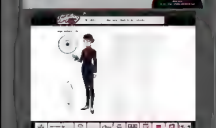


3D model





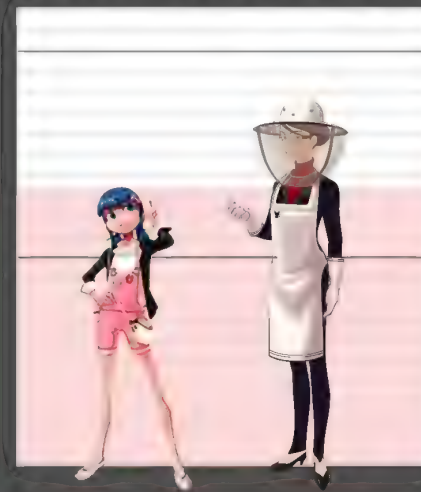
Storyboard View



House models
LB3_325 CH001 GABRIEL_BEEKEEPER_SUIT
LB CH133 Nathalie



RELATION SIZE



3D model



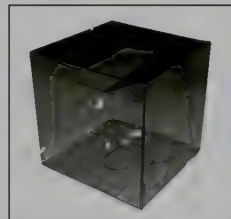
Miraculous
Tales of Ladybug & Cat Noir

LB3_325_CH003_NATHALIE_BEEKEEPER_SUIT

LB2_219_CH001_QUEEN_WASP



Reuse the character «Queen Wasp» and add her some details as on the design please

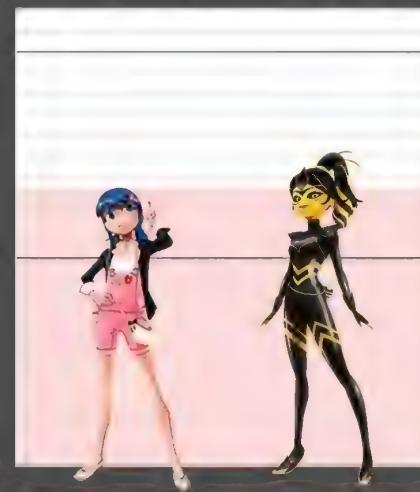


DARK TRANSPARENT PLASTIC MATERIAL REF



GOLDEN METAL REF FOR EACH EDGES

RELATION SIZE



3D model



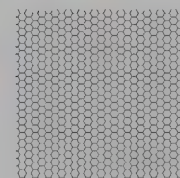
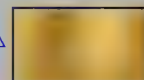
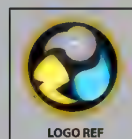
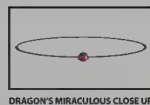
miraculous
Tales of Ladybug & Cat Noir

LB3_326_CH001_MIRACLE_QUEEN

LB_CH01_LADYBUG



Dragonbug is based on Ladybug character



RELATION SIZE

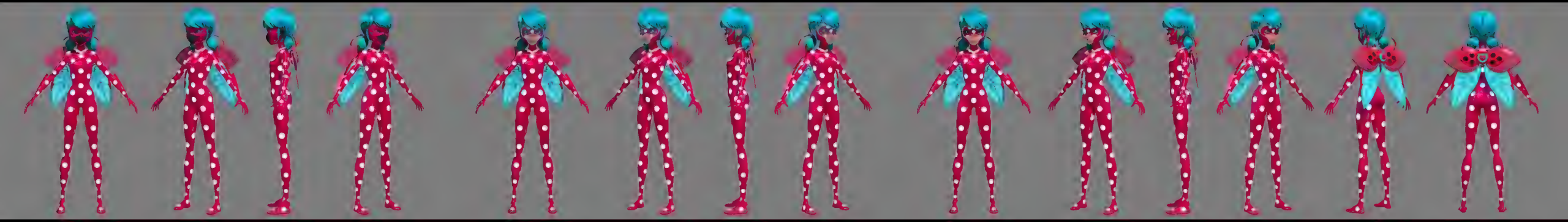


3D model



miraculous
Tales of Ladybug & Cat Noir

LB3_326_CH002_DRAGONBUG



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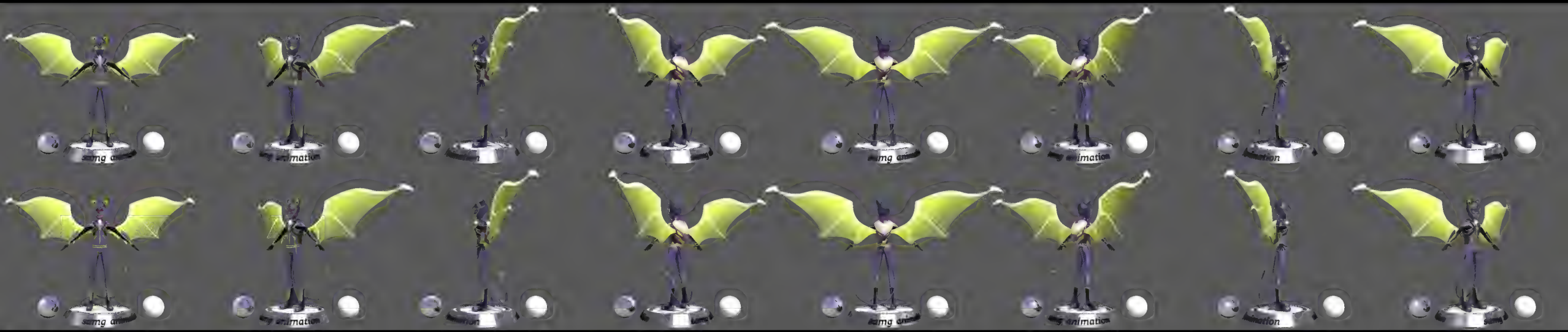
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Season 4

ZAG
HEROES
Miraculous
Characters

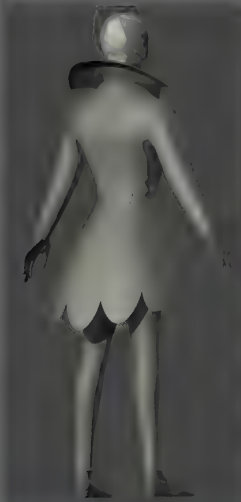
ZAG



Relation Size : Same HawkMoth



Views 3D turn



Color turn without shading

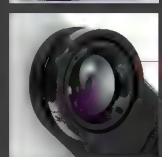


Reuse same gloves, eyes, mouth & shoes (modeling/shading)

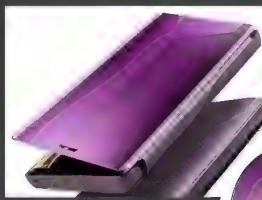
Shader / Texture



The purple eyeshell border is opaque but with this type of specular and this color



The black border is the same material only the color changes



The circle of view is transparent with this type of asperity in the spec

(a little more ovoid like the red line retake refocused on the eye to modify by working the texture)



Colors Hue



Reuse the same head shading



This is the same Collar shading, with a little overlay of leather grain in the spec.



All the costume is in fabric with a spec like here Clothes/Velvet type

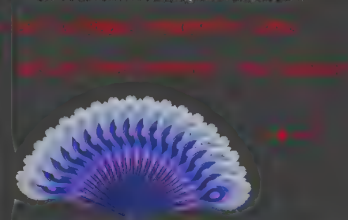
This Button Shape + Border details and Silver Shading as on this shader ball

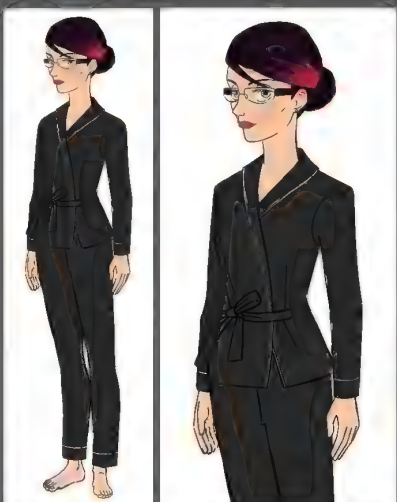


WARNING



ShadowMoth uses two accessories already exist, to add in the Maya Files (Reuse) :





Vesperia : Zoe's size



Front Views 3D turn

Shader / Texture

Use the same Paint FX Hair and all Nathalie's MAPs for the whole face and hands :



Back Views 3D turn

Pajamas in black satin with this type of shader :



Foot from LB100CH30_MARINETTE_CASUAL, but with a skin shader like Nathalie's hand for more coherence, and varnish on nails :

Realistic example of the global rendering type :



Only for Shading
and Texturing Ref



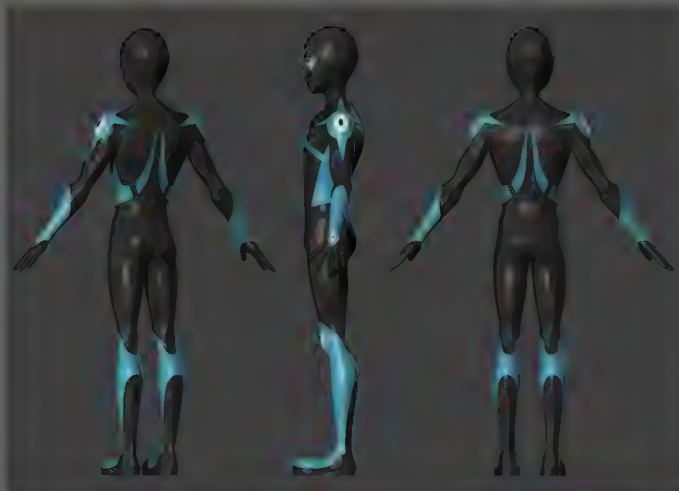
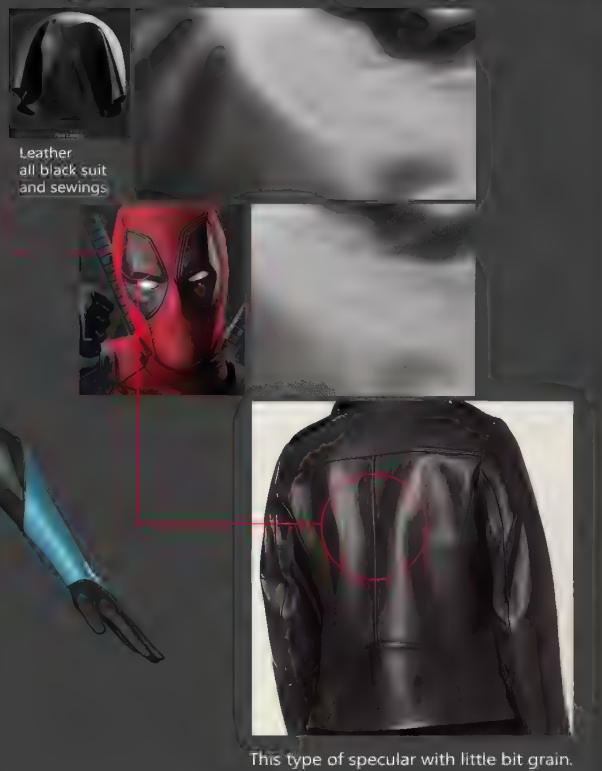
Relation Size : Luka's silhouette



Front Views 3D turn

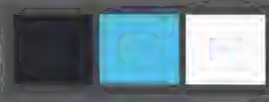
Shader / Texture

Mediator Collar in Plastic Glass texture :



Back Views 3D turn

Colors hue



The 3 eyes on the face are bright like here (glow compositing with ID pass)

The whole blue overlay with the others black and white "eyes" is another type of leather, little bit smoother with less noise.



(All blue color is an other layer of leather on the black leather costume below.)

The heel and sole of the shoes are matte rubber with grain like here and a simple line pattern as on the example of sole :



Only for Shading and Texturing Ref



Views 3D turn

Only for Shading and Texturing Ref

Shader / Texture

The iris of the eye is similar to the stylization and the gradient of miraculous eyes like here with Ladybug.

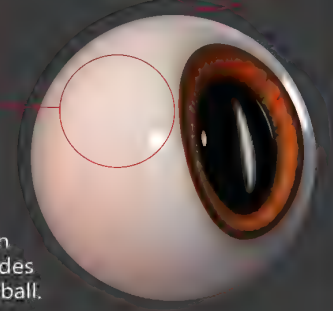
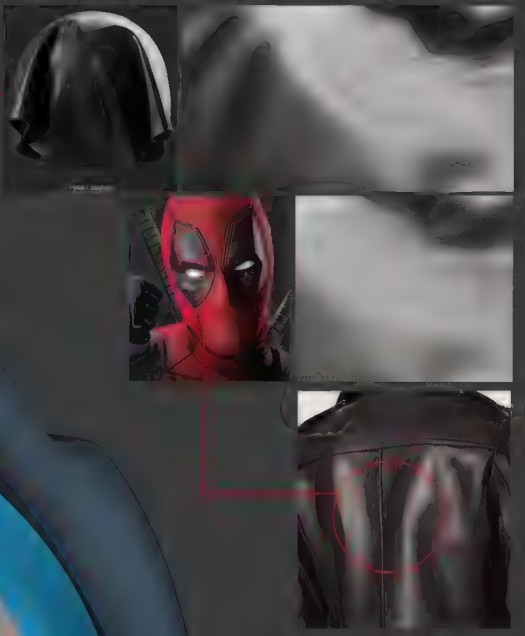


Colors hue



The blue border color is an other type of leather little bit smoother with less noise. (as Truth)

The all black "body" is the same material of Truth black leather suit with this type of specular with little bit grain.



The iris must have 3D relief details in addition to the color, and slight shades and asperities all over the white eyeball.

Relation Size : 70% Truth's height



Relation Size : Kagami's silhouette



Front Views 3D turn

Shader / Texture



The texture is made of 3 colors hue, the shader is uniform bioluminescent and translucent which is close to the appearance of jellyfish.

There is a layer of color, refraction, a strong specular and a glow, with a fresnel that gives a rimlight effect like here :

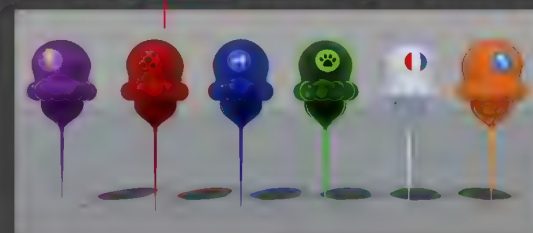
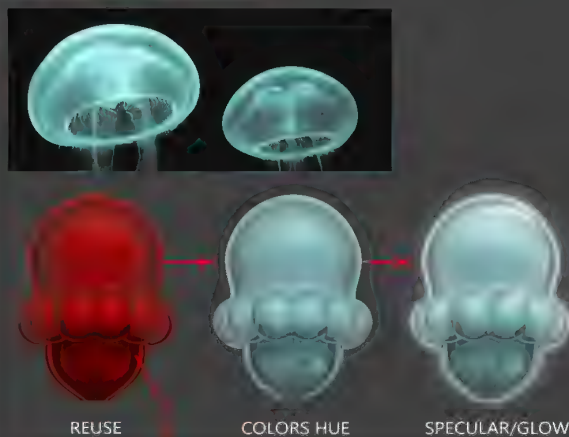


Avoid too strong specular on the breasts but put forward the logo in highlighting



Back Views 3D turn

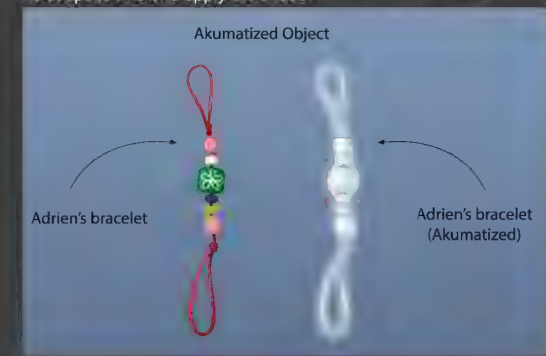
Colors from



Reuse ladybug's jellyfish shading base and add extra layers to get closer to MENSONGE concept

LB3_307_ch008_meduse_ladybug

Design complement :
LB4_402_PRO10_MARINETTE_LUCKYCHARM_AKUMATIZED
To adapt to LIES and apply the Shader





Reuse Ladybug's model, same size and same face.
Modify her costume and hairstyle.

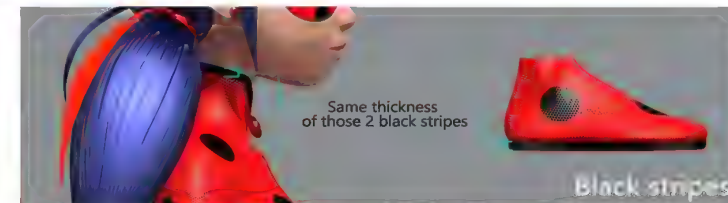
Reuse her materials



Hand



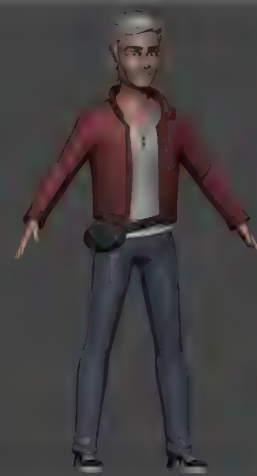
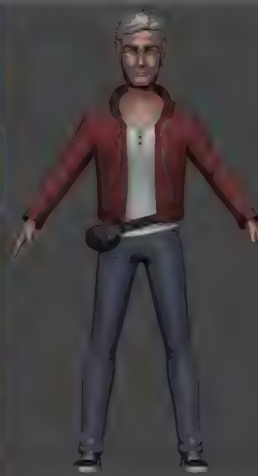
Foot



Same thickness
of those 2 black stripes

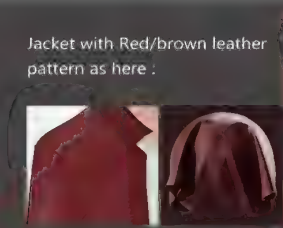
Black stripes





Shader / Texture
 Use the same process for wicks, hair, and stylization of eyes than Animaestro and Ladybug.

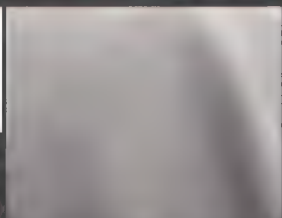
We must have gradient/shades of gray with the hair wicks



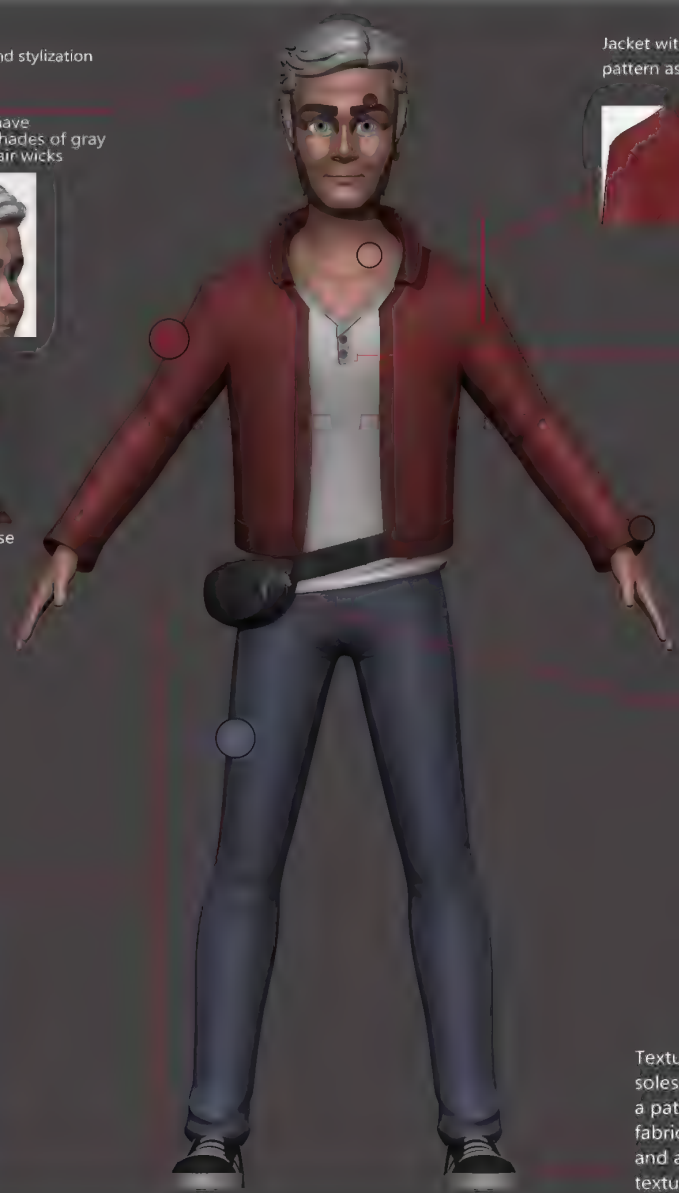
Jacket with Red/brown leather pattern as here :



Two dark gray buttons like here



T-shirt: classic fabric, Grey, fiber texture



HarryCrown : Franck Dubois

Front Views 3D turn

Give orange sewing details, with a jean texture like here : (in the same way as on the chara : "LB3_305_ch009_adrien_marinette_creation_clothes_miraculous_ring")



With Red Nose



Back Views 3D turn



Belt bag in black synthetic fabric, which must be able to open with zipper



Texture of the soles is leather with a pattern, synthetic fabric on the shoe, and a classic lasset texture like here :

LB405_PSYCOMEDIAN



Psycomedian : HarryClown's silhouette



Front Views 3D turn

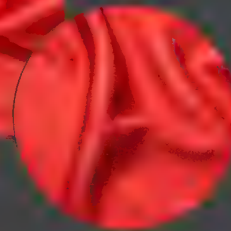
Shader / Texture



He wears a plastic clown nose with a good specular.



The red and white part of the hood to the shoulder is in silky fabric, like here, with a fine texture of fiber :



The rest of the suit Red white and black is soft leather with a slight shine like here:



Back Views 3D turn

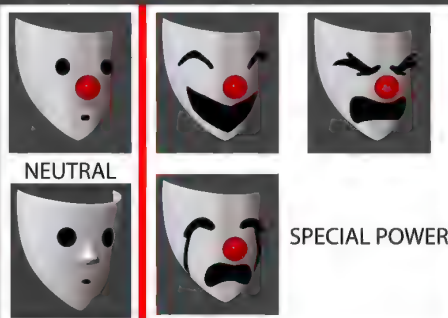
Colors turn



The mask is white and quite matt as here: (but with noise in the specular to give details to the material.)



Expressions will not be made in texture, but with blendshapes on the mask, note that black areas are not empty/hollow (Eyes, mouth)



NEUTRAL

SPECIAL POWER

Only for Shading and Texturing Ref



06/08/19

LB4_405_CH004_PSYCOMEDIAN



Relation size with Ladybug



Front Views 3D turn



Back Views 3D turn



Only for Shading
and Texturing Ref

Shader / Texture

The **eyebrows** are in **PaintFx** from the mesh, as the character Damocles example here :



His Kimono is made of **old damaged fabric**, faded on certain areas. with this type of texture it must be **dirty** for an **old look**.



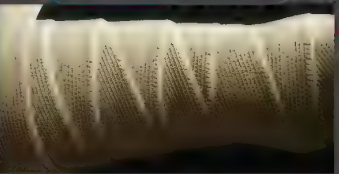
With this type of texture, it must be **dirty** for an **old look**.



LB4_406_PR019_GRAND_MASTER_SUHAN_BAG

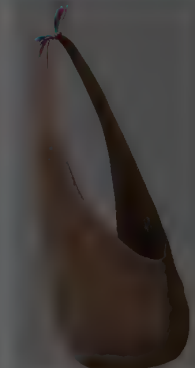
Dont forget to add the Bag props on the character rig

Around the arms and legs, they are brown **bandages in fabric** with this type of texture :



This character has **clothes in ruins**, he has **old shoes** made of fabrics, **torn** and must be **dirty**, with a **dark brown leather sole** smooth.

On all his **clothes overall dirt, stains** due to contact with the ground, **discolored faded**, dirty, like here :





Relation size with Master Fu



Front Views 3D turn

Shader / Texture

All facial Hair & Fur are in PaintFx from the mesh, as the character Damocles example here :



The shading of his tunic, belt, bracelet and golden bands is in satin slightly shiny as here :

The texture is the same pattern as the Hawaiian t-shirt of master fu with with the new colors of the concept.



MASTER FU'S PAINTBRUSH AKUMATIZED



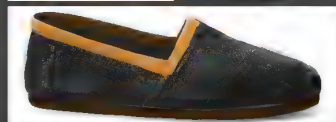
Red part in varnished wood, golden part in metallic gold, and black part in paint FX (nHair).



Back Views 3D turn



Furious Fu's mask has the same type of shader as Adrien's mask like here.



The shoes are made of linen, with a discreet texture of fabric.
The golden border is in shiny satin like the other golden bands of the outfit, the soles are brown with a sewing pattern as in the example, typical of kung fu shoes.



The trousers and socks are made of fabric almost like linen shoes, typical shaolin monk or kung fu dress like here, with a little grain and noise in the shading and texture.



Dont forget to add the props bag on the character rigg :
LB4_406_PRO26_FURIOUS_FU_BAG

Only for Shading and Texturing Ref



Zoe : size close to marinette



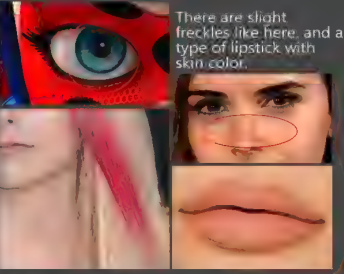
Front Views 3D turn



Back Views 3D turn

Shader / Texture

Use the same process for wicks hair, and stylization of eyes than Ladybug.



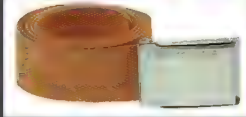
There are slight freckles like here, and a type of lipstick with skin color.

As with the 2D concept, you have to dye a strand of hair in pink among the other shades of blond hair.

Shirt Pattern



The belt is made of braided synthetic fabric as here with this arrow pattern and a metal buckle.



Give sewing details (only yellow not blue), with a jean texture like here.



There are two versions of hair with and without cap. It is knitted fabric with a slight relief texture detail like here :



bracelet pattern

The perfect jacket is black smooth leather with sewing details like here with metal zippers.



Sole pattern



The shoes have handmade drawings over the pattern.

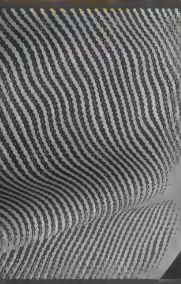
RIGHT SHOE



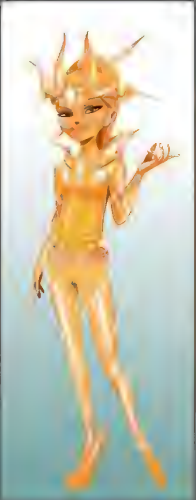
LEFT SHOE



The two shoes are different, (note that the star motif is repeated under his pants at the level of the tear) :



Bag braided Shading Ref Fabric



Sole Crusher : Chloe's Size



Front Views 3D turn

Shader / Texture

The suit is covered by **little diamonds** with **this type of shading** and details :



Here an example of a beautiful **shade of intense black** to have in the **golden shader**

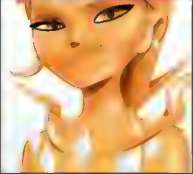
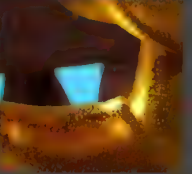


Back Views 3D turn

For the rest of the **All Suit** and **hair** :
Shiny Gold shading with **specular asperities**, same shading than "Queen Style"



Stochastic flakes Shading + Color

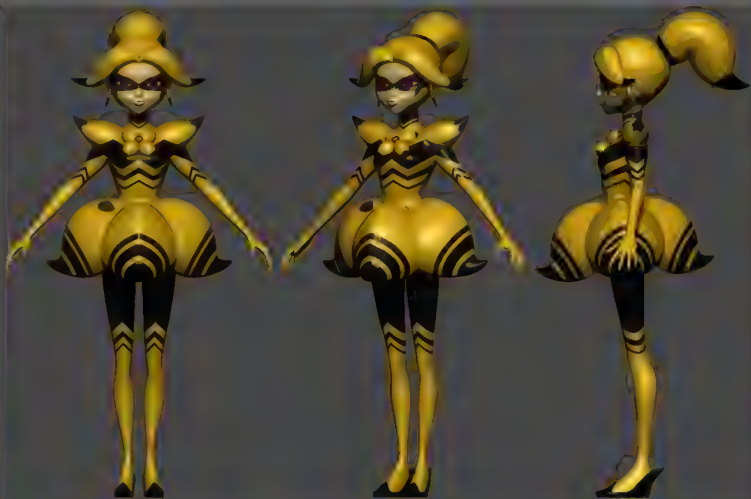


Concept Ref

Only for Shading and Texturing Ref



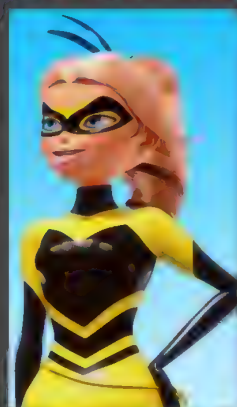
Queen Banana / Chloe's size



Front Views 3D turn

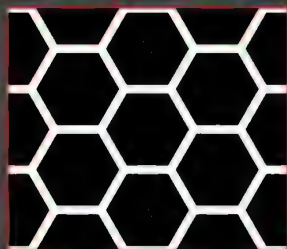
Shader / Texture

Use the same process for wicks hair than Queen Bee, and Shading Costume Similar

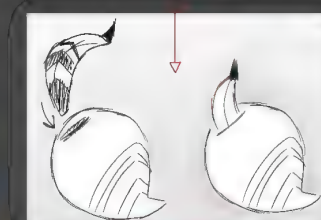


Back Views 3D turn

Same Shading for the mask than chloe's mask, and the costume has a pattern of bee alveolus in bump and spec, as here :



Pattern of Queen Bee's costume :
LB2_219_ch001_queen_bee_dress_pattern_di



There is a dress pockets on the right side as banana gun holster.

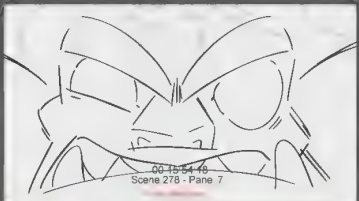


Dont forget to add the props of the brooch :
LB4_408_PRO009_QUEEN_BANANA_BROOCH
on the character.

Add a layer of thin mesh, in the shape of bee alveolus under the soles :



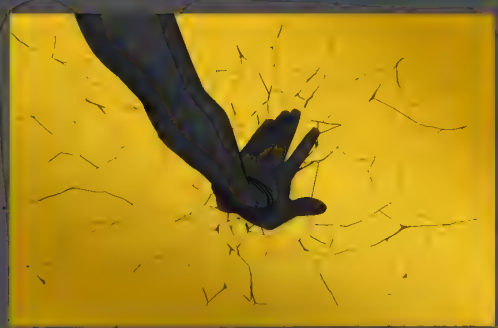
Only for Shading
and Texturing Ref



Storyboard View



Reuse models
LB4_408_FX012_BANANA_BOOM_
BOOM_CATAclysmED



Reused model's size

Relation Size



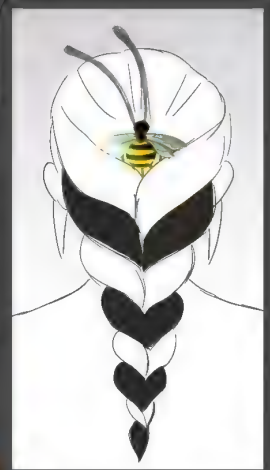
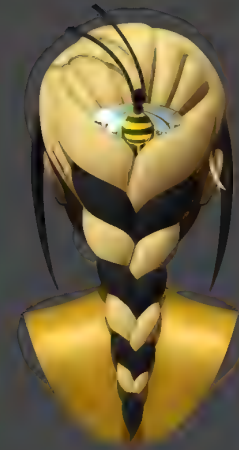
Vesperia : Zoe's size



Front Views 3D turn

Shader / Texture

Use the same process for wicks hair, and stylization of eyes than Queen Bee and :
Shading Costume is Similar

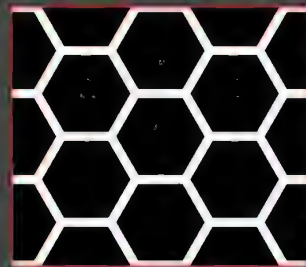


The locks of the braid are separate mesh to apply the alternation of blond and black colors with the paint FX.



Back Views 3D turn

Mask has the same shading than chloe's mask, and the costume has a pattern of bee alveolus in bump and spec, as here :



Pattern of Queen Bee's costume :
LB2_219_ch001_queen_bee_dress_pattern_di



CHARGED



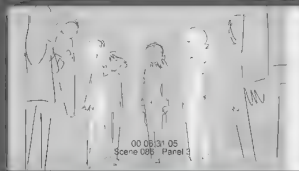
The two different mesh in this costume exist :
- LB2_ch001_spinning on Queen Bee
- LB2_218_PR004_BEE_MIRACULOUS

Only for Shading
and Texturing Ref



09/09/19

LB4_400_CH008_VESPERIA



Reuse models:
LB_CH02_Marinette
LB1_100_PR313_EARPIECE_BLACK
LB4_409_PR022_FAKE_MUSTACHE_MARINO

Don't forget Ladybug's miraculous
in camouflage mode



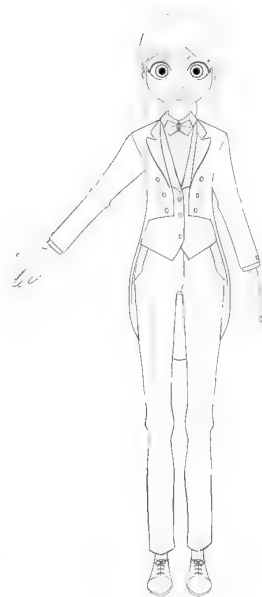
FRONT



SIDE



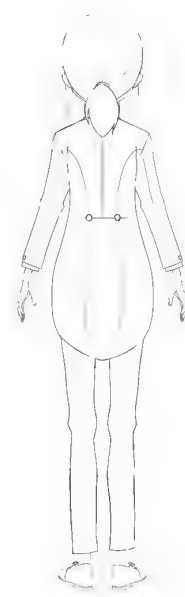
BACK



FRONT



SIDE

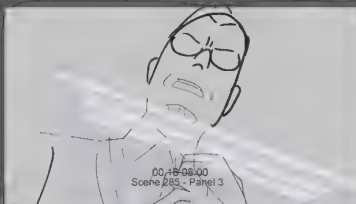


BACK



Miraculous
Tales of Ladybug & Cat Noir

28/02/20 STATUT REAL :
XX/XX/XX RTK OK
LB4_409_CH003_MARINETTE_MAITRE
D_HOTEL_MARINO




Storyboard View



Reuse models
LB4_409_CH020_GABRIEL_AGRESTE_ BLACK_SUIT

Remove ALL Miraculous from his chest





Tales of Ladybug & Cat Noir

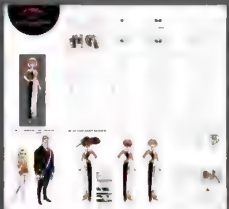
28/02/20 STATUT REAL :

XX/XX/XX RTK OK

LB4_409_CH014_GABRIEL_AGRESTE_ BLACK_SUIT_WITHOUT_MIRACULOUS



Storyboard View



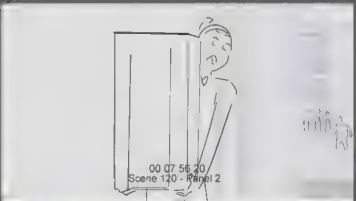
Reuse models
LB2_200_CH033_MME_AUDREY_
BOURGEOIS



Shoes with sequins



28/02/20 STATUT REAL :
XX/XX/XX RTK OK
LB4_409_CH015_MME_AUDREY_
BOURGEOIS_BLACK_SUIT



Storyboard View

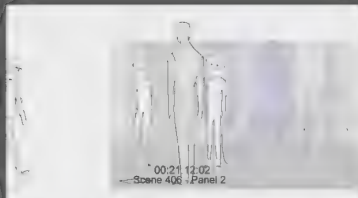


Reuse models
LB1_100_CH088_BOB_ROTH



Miraculous
Tales of Ladybug & Cat Noir

28/02/20 STATUT REAL :
XX/XX/XX RTK OK
LB4_409_CH016_BOB_ROTH_BLACK_SUIT



Storyboard View

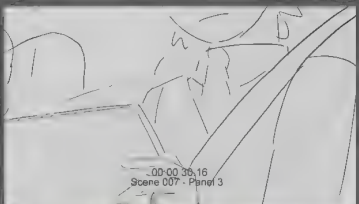


Reuse models
LB3_300_CH007_MS_TSURUGI



Miraculous
Tales of Ladybug & Cat Noir

28/02/20 STATUT REAL :
XX/XX/XX RTK OK
LB4_409_CH017_MS_TSURUGI_BLACK_SUIT



Storyboard View



Reuse models
LB3_300_CH011_AMELIE



28/02/20 STATUT REAL :
XX/XX/XX RTK OK
LB4_409_CH018_AMELIE_BLACK_SUIT





Storyboard View



Reuse models
LB4_409_CH016_BOB_ROTH_BLACK_SUIT

miraculous
Tales of Ladybug & Cat Noir

28/02/20 STATUT REAL :
XX/XX/XX RTK OK
LB4_409_CH007_BOB_ROTH_BLACK_SUIT_MASK

Front



Side



Back



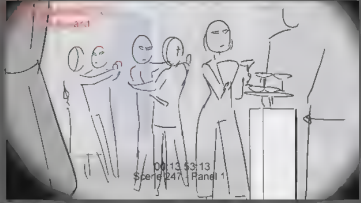
Mask is on his face

Mask is on his back

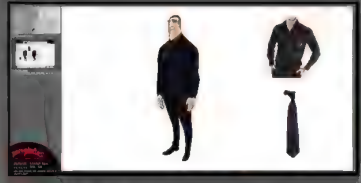
resin and paper



Shader



Storyboard View



Reuse models
LB4_409_CH008_MR_ANDRE_
BOURGEOIS_BLACK_SUIT

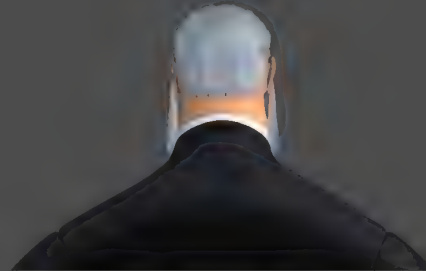
Front



Side



Back



resin and paper

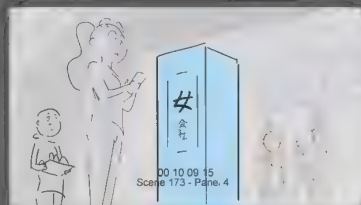


Shader

Miraculous
Tales of Ladybug & Cat Noir

28/02/20 STATUT REAL :
XX/XX/XX RTK OK

LB4_409_CH010_MR_ANDRE_BOURGEOIS
_BLACK_SUIT_MASK



Storyboard View



Reuse models
LB4_409_CH015_MME_AUDREY_
BOURGEOIS_BLACK_SUIT

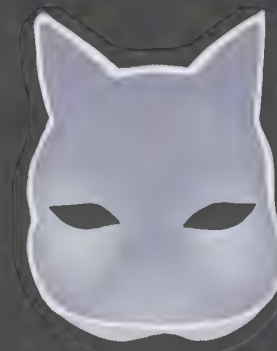
Front



Side



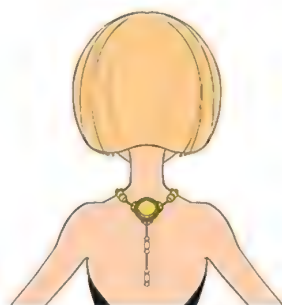
Back



Adapt the string lenght to Audrey's head.



Shader



Mask is on her face

Miraculous
Tales of Ladybug & Cat Noir

28/02/20 STATUT REAL :
XX/XX/XX RTK OK

LB4_409_CH011_MME_AUDREY_BOURGEOIS_BLACK_
SUIT_MASK



Storyboard View



Reuse models
LB4_409_CH017_MS_TSURUGI_BLACK_SUIT

Front



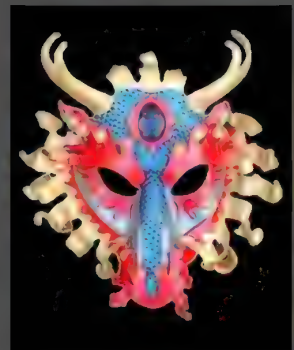
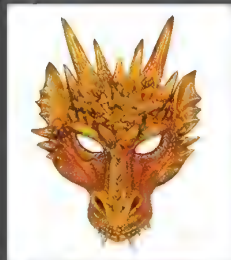
Side



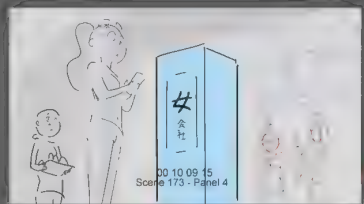
Back



Mask is on her face, she keeps her sunglasses



Shader



Storyboard View



Reuse models
LB4_409_CH018_AMELIE_BLACK_SUIT



Front



Side



Back



Mask is on her face



Shader

Miraculous
Tales of Ladybug & Cat Noir

28/02/20 STATUT REAL :
XX/XX/XX RTK OK

LB4_409_CH013_AMELIE_BLACK_SUIT_MASK

2D



Shader / Texture

MegaLeech is a huge sentimonster,
Marinette [here](#) :



Views 3D

Only for Shading
and Texturing Ref



MegaLeech is related to this character :



Hole size is the same for each pimple



10cm



Color circle pattern ref with another material
like organic latex, than blue skin.

like skin and lips shader / specular effect of leech





Polymouse : size comparison



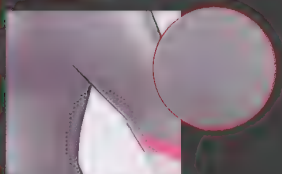
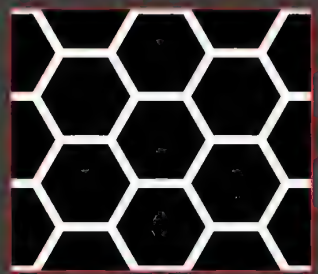
Front Views 3D turn



Back Views 3D turn

Test the same paint FX as Mylene with dreadlocks.
Take the latest version :

LB1_100_CH017_MYLENE

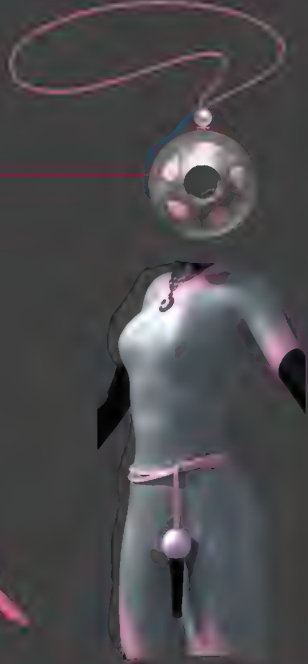


Pattern of Queen Bee's costume :
LB2_219_ch001_queen_bee_dress_pattern_di

Shader / Texture



Use the same modeling and map
that exist from the miraculous mouse :
LB3_326_PRO26_MOUSE_MIRACULOUS

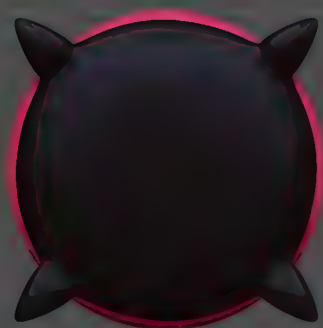
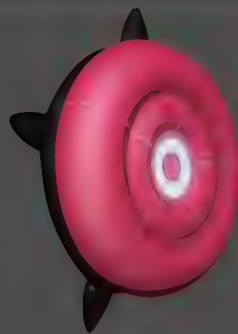
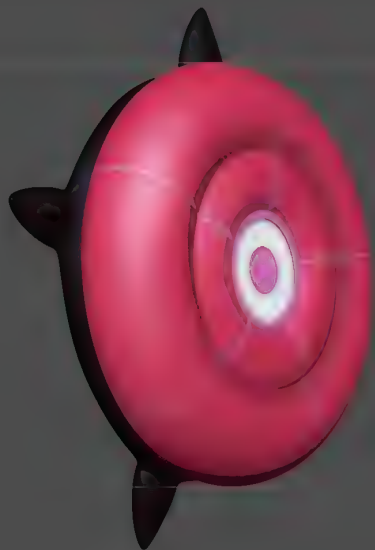


LB3_314_CH002_MULTIMOUSE
Use the same existing
shading for the jumping
rope and suit than
Multimouse



FOOT SOLE

**Only for Shading
and Texturing Ref**



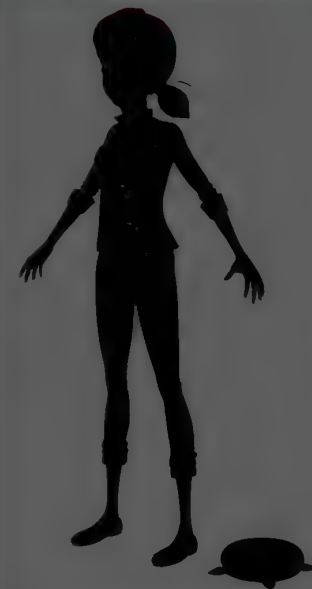
Top of shell glows and sucks characters inside



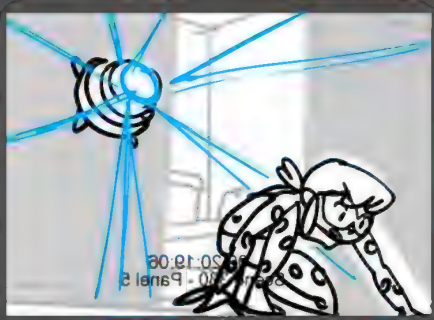
Specular and glow of Jellyfish but no transparency



Shader



Relation Size



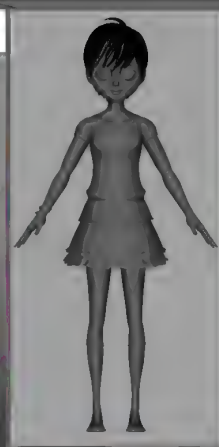
Front

Back

Miraculous
Tales of Ladybug & Cat Noir

06/11/19

LB4_411_CH001_GUILTRIP_SENTIMONSTER



Shader / Texture

Use **paint FX** process for each hair wicks, most like basic **Rose** hair :

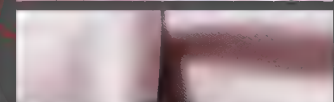


For all **dark pink parts**, use this type of shiny shading.

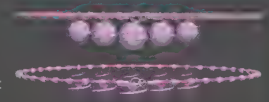


For all **light pink parts**, use this type of smooth glitter shading.

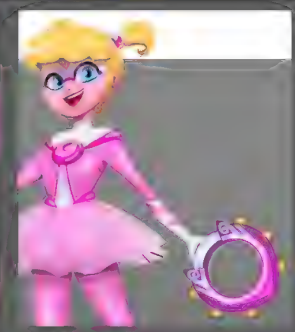
And for all the **white parts**, use this type of **glittery shading** with **fabric detail**.



L83_326_pr019_pig_miraculous



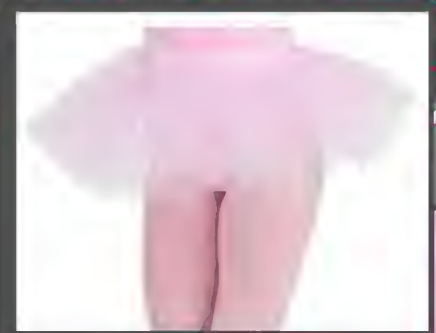
Don't forget to put the **Miraculous pig** on the ankle, that exists :



Don't forget to **add her weapon** placed on her back. Props :
L84_411_PR013_PIGGELLA_TAMBOURINE_WEAPON



The **tutu** has three layers of **translucent** and **glittery fabric** with **sparkles**, over an **opaque dark pink skirt** :

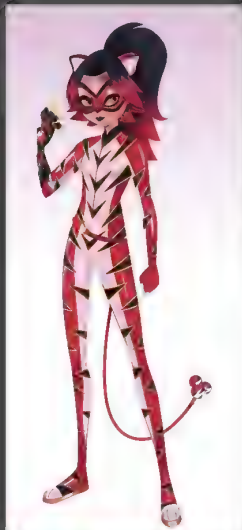


Only for Shading and Texturing Ref



30/01/20

L84_400_CH005_PIGGELLA



Purple Tigress : Juleka's size



Front Views 3D turn



Back Views 3D turn

Shader / Texture

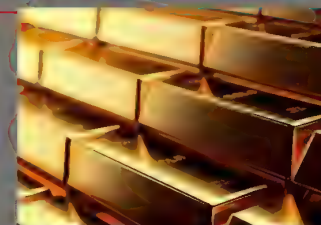
Use the same process for PFX hair wicks as Juleka, respecting the new shapes and colors :



The costume, mask and ears in these colors are in smooth leather as here :



All the golden bands and gold objects are in metallic gold like :



Put the miraculous of the tiger on the glove like here, keeping the same shaders. And use shaders of black leather, Pink and white crystals, and metallic gold for the glove.

LB3_326_pr017_tiger_miraculous



All the dark triangles sewn under the costume, and the collar are in fabric like on Juleka's costume, with the pattern :



Front



Back



Wing Beads

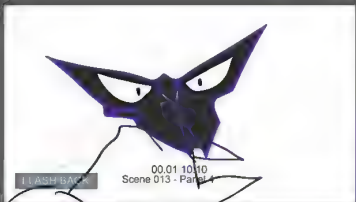


Shader

Marinette's hand



Relation Size

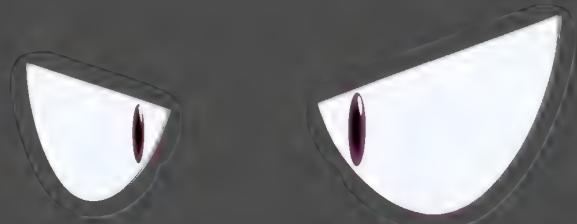


Storyboard View



Reuse models
LB4_413_CH001_OPTIGAMI_SENTIMONSTER

Extract the eyes on a plane



Front



Side

Separate pupils, it must be rigged.

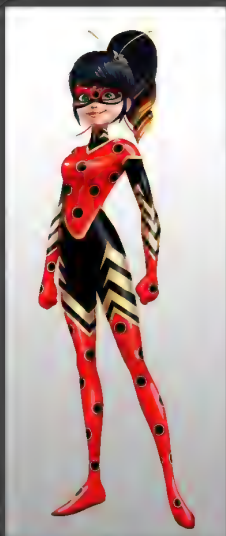


It can close eyes



Reused model's shader

Shader



BeeBug : Ladybug's size



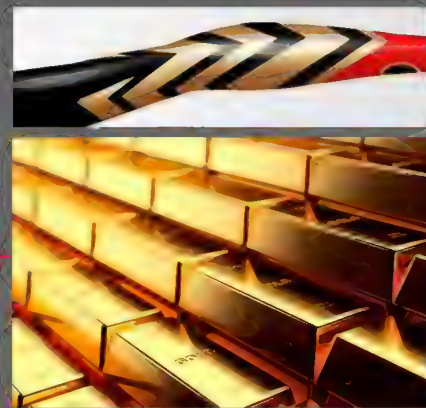
Front Views 3D turn



Add all same shading for the face.

Shader / Texture

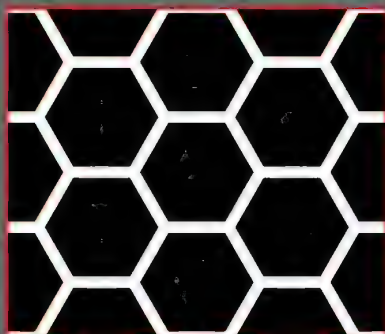
Use the **same process** for PFX hair than **ladybug** for the new hair tail, **alternate** the color of the **wicks** according to the **geo**, see **profile view**.



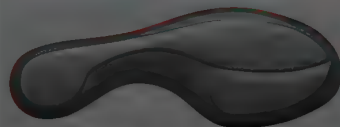
All the **golden wicks** and **gold border** are in **metallic gold** like above.



Back Views 3D turn



All the **suit and mask** with the **classic ladybug's pattern**.
LB100_c01_ladybug_body.tif



For the **soles** there is this **volume** to **mix** with the **ladybug pattern** in the **bump** and **spec**.

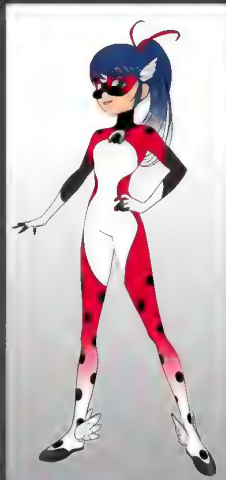


This **two** different **mesh** in the costume with LB100001 appearing on Queen Bee and LB100002 on Beebug.



Just change the **shade of yellow** to be **closer** to the color of the **gold bands**.

**Only for Shading
and Texturing Ref**



PegaBug : Ladybug's size



Front Views 3D turn



And all textures for the face

Shader / Texture

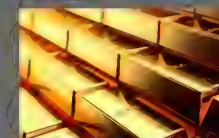
Use the same texture for VFX, but don't forget to use the same for the whole game on the ball. See a reference.



Use the same texture for VFX, but don't forget to use the same for the whole game on the ball. See a reference.



Use the same texture for VFX, but don't forget to use the same for the whole game on the ball. See a reference.



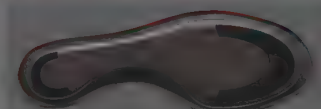
Use the same texture for VFX, but don't forget to use the same for the whole game on the ball. See a reference.



Back Views 3D turn



Use the same texture for VFX, but don't forget to use the same for the whole game on the ball. See a reference.



Use the same texture for VFX, but don't forget to use the same for the whole game on the ball. See a reference.

Only for Shading
and Texturing Ref



Scarabella - Alya's size



Front Views 3D turn

Shader / Texture

Use the same process for PFX hair than Alya for this new hair cut, and dont forget to respect the red gradient on the back :



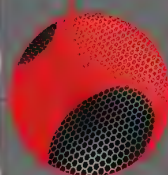
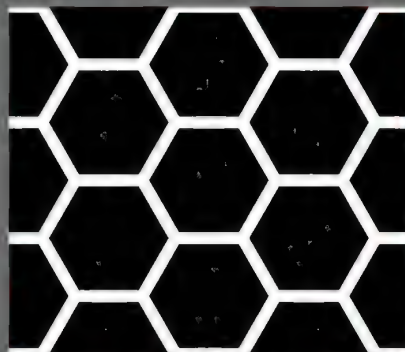
And all same shading for the whole facial



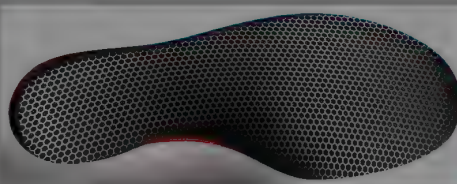
For the headband it's shiny fabric with the ladybug pattern in the spec white



Back Views 3D turn



Suit, hairband and mask with classic Ladybug's pattern
LB100_c01_ladybug_Body_Bp



For the soles there is also ladybug pattern in the bump and spec.

Use existing ladybug yoyo (without face bit) :
LB_ch001_ladybug_set



Just place it in the reference and get the following shading



04/03/20

LB4_416_CH001_SCARABELLA

Only for Shading
and Texturing Ref



Rena Furtive : Rena Rouge's size



Front Views 3D turn

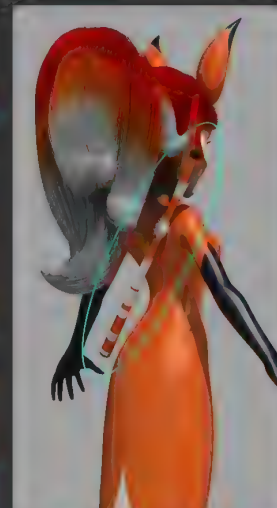
Use all of rena rouge's rig, mesh and UVs, just work on your new texture map



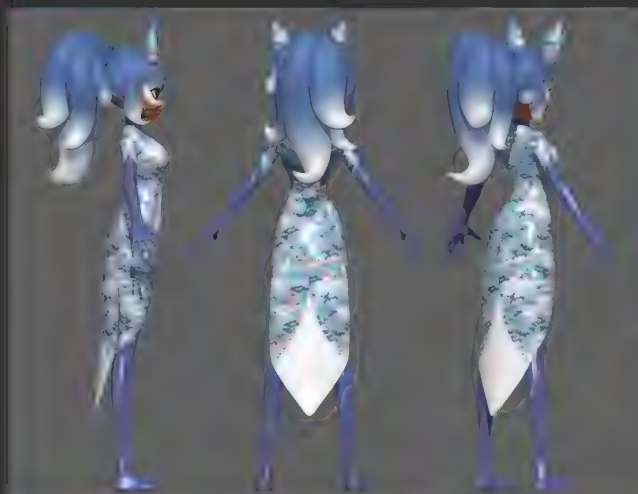
Use the same process for PFX hair that Rena Rouge and don't forget to respect new gradient with the blue color.



And use same shading for the facial except new eyes blue color



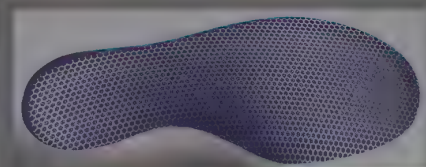
Her flute must be **identically** placed as on Rena Rouge model



Back Views 3D turn

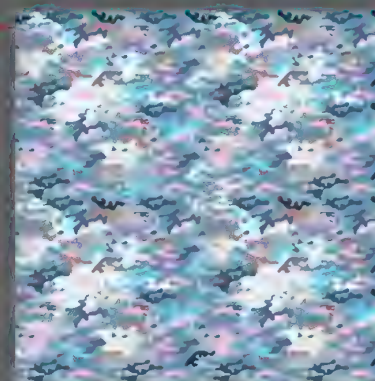


Suit, mask, and ears with existing pattern on Rena Rouge:
LB2_200_ch013_rena_rouge_mask_Bp

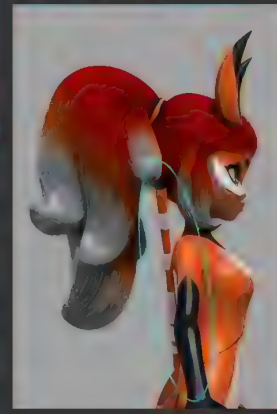


For the soles there is also the pattern like this in the pump and spec. And a purple color.

Use existing pattern and with this sheet ref
LB4_400_CH010_RENA_FURTIVE-Design_ref



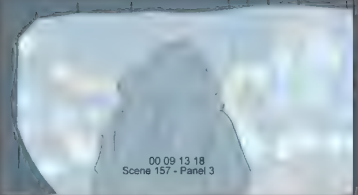
Apply the pattern on your UVs udim's to obtain the corresponding size on the costume.



06/03/20

LB4_400_CH010_RENA_FURTIVE

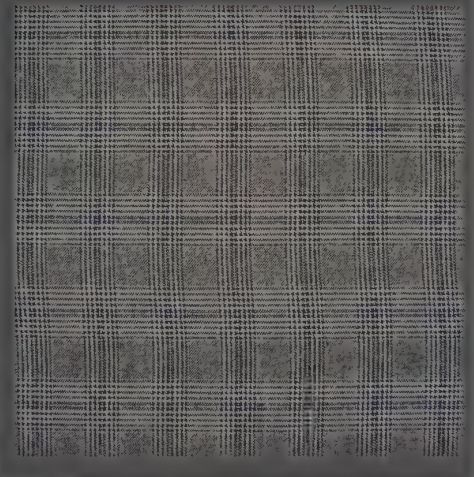
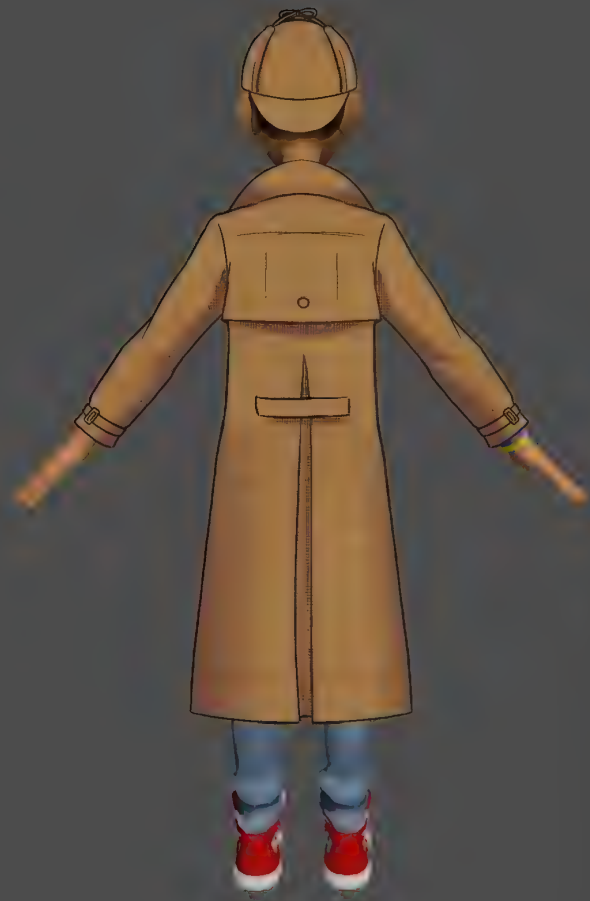
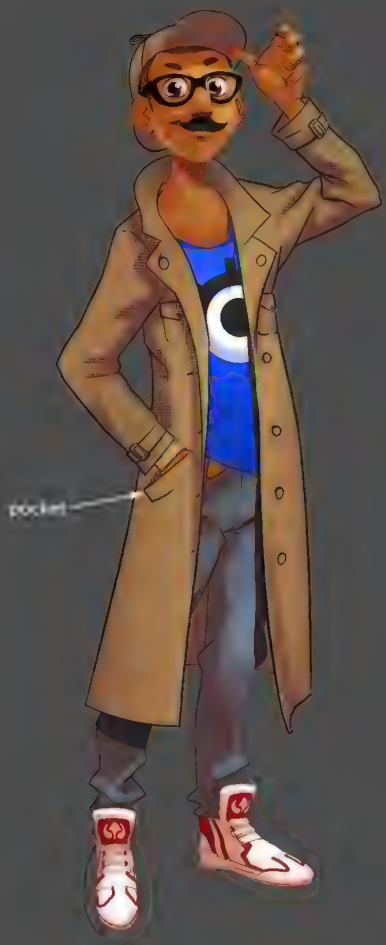
**Only for Shading
and Texturing Ref**



Storyboard View



Reuse models
LB1_100_CH011 NINO LAHIFFE
LB3_315_PRO18 TAKE MUSTACHE



Shader



Rocketeer: Nino's size



Front Views 3D turn



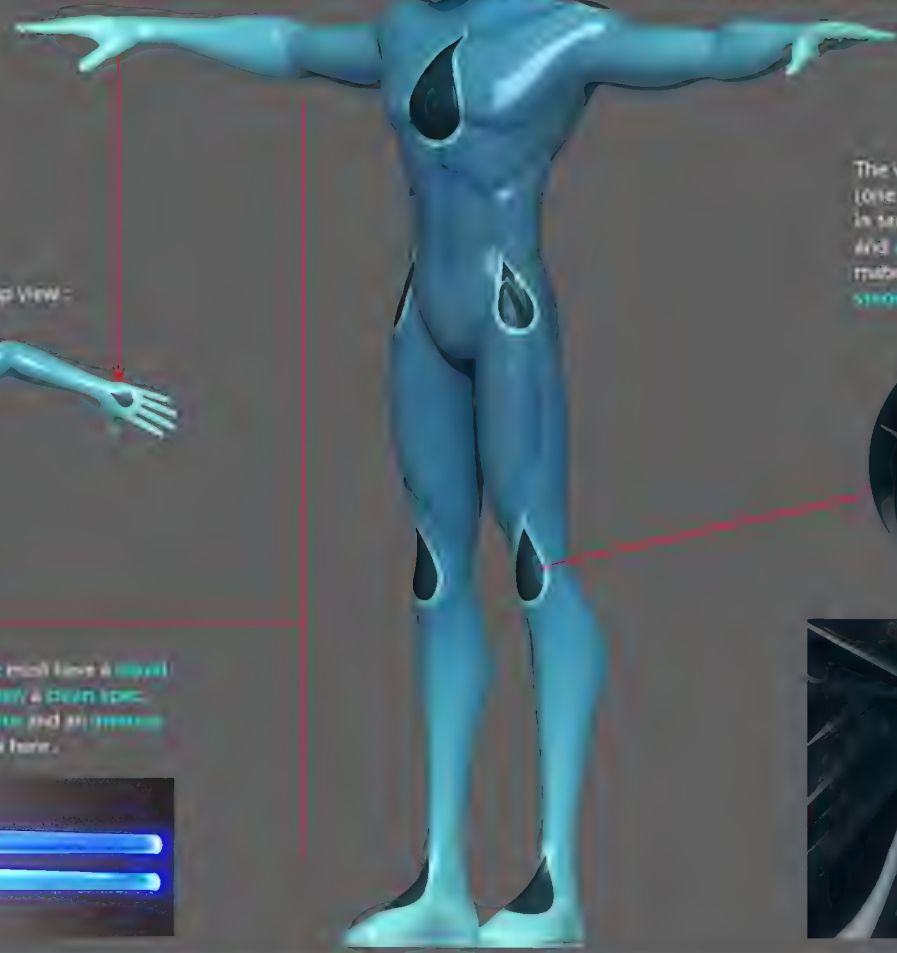
Back Views 3D turn

Shader / Texture

Use the maps of the face and eyes of Nino, then turn them in Substance 3D (18100x11111px) in 18100x11111px.

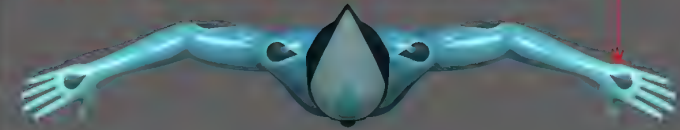


The glasses are transparent and can be removed they are placed on the nose to the temples.



The very dark blue parts (one is in volume the others in texture on the costume) and dark neck are in another material its a kind of very smooth (black) blue.

TRAIL and on the Rocketeer and Nino, visible on top View:



The water (the character must have a liquid body, like a drop of water) a clean spec. (shiny) of the eye is important and an intenseoluminescent glow like here.



Only for Shading and Texturing Ref



Wishmaker : Alec's size with high Heels



Front Views 3D turn



Back Views 3D turn

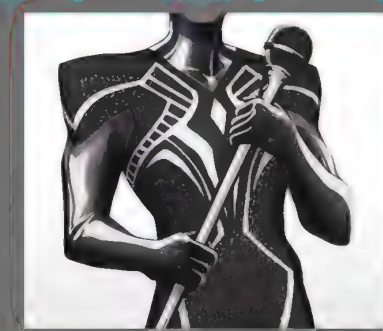
The face is the same as Alec with shiny skin and shiny
perfect. His eyes are purple
Close-up



The gloves gloves are in shiny black with



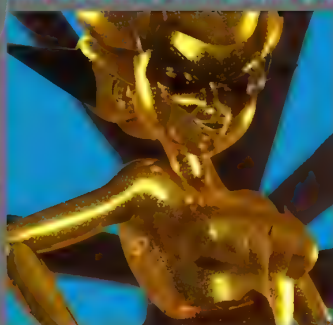
His large necklaces is a silver 3D ring
LBR 118 75000_WISHMAKER_MIRACULOUS



The high heels are in shiny chrome silver

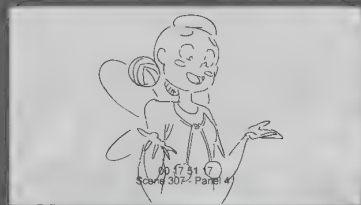


Stochastic noise shading like
MIRACULOUS LBR 118 Style Queens

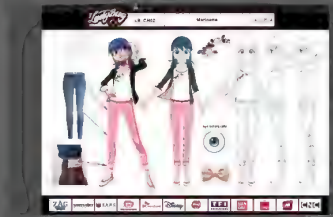


The main outfit is black in shiny fabric.
use the Style Queens shading and turned
it in black by increasing the glitter

Only for Shading
and Texturing Ref



Storyboard View



Reuse models
LB_CH02_Marinette



FRONT

SIDE

BACK



Shader



22/07/20 STATUT REAL :
XX/XX/XX RTK OK
LB4_418_CH006_MARINETTE_FAIRY_
TRICOTINE_KNIGHT_SUIT



Storyboard View



Reuse models
 LB4_418_CH008_MAN_WITH_RED_HAT
 LB4_418_PR006_LUCKYCHARM_TREX_DINO_GUGGIES

Reuse the red béret from the character
 Reuse the same shader from the prop



Front



Side



Back



Make arms and legs rig stretch



06/07/19 STATUT REAL :
 XX/XX/XX RTK OK
 LB4_418_CH009_DINO_HUGGIE



Simpleman! Size of Roland



Front Views 3D turn



Back Views 3D turn



Only for Shading and Texturing Ref

LB3_300_ch018_roland_set



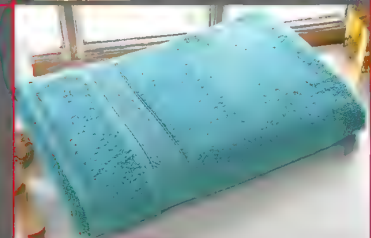
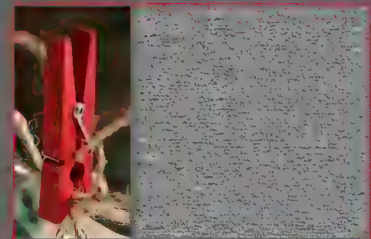
Use the same Roland PFX hair and set the eye textures in red and blue like here. His skin is slightly purple and the mask is in smooth leather



His scepter is his bread shovel in painted wood. The prop is LB3_324_pr009_bread shovel



His cape is a nice white blue fleece towel French flag attached by a red painted wooden clothespin



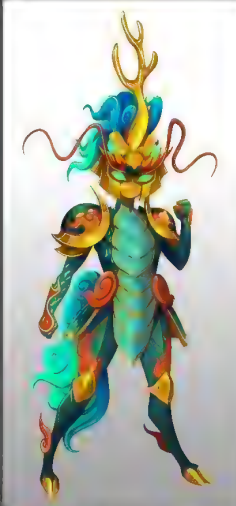
The outfit is in cheap white fabric with a large coat (Surfacing) sewn by hand with his logo painted

These are kitchen gloves and garden boots



There are small reliefs gripping on the palm and fingers. They are even made of shiny red rubber





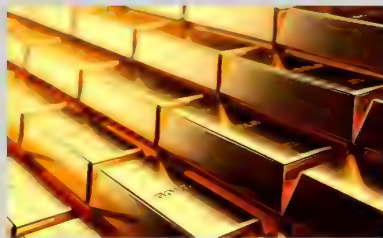
Qilin - Sabine akumatized



Front Views 3D turn



Back Views 3D turn

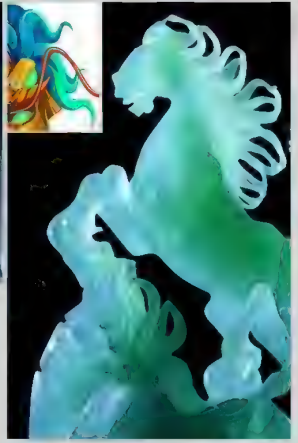
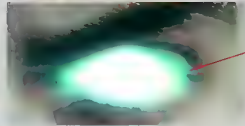


All her armor is in green cyan or ocher iron with all the golden parts in shiny gold

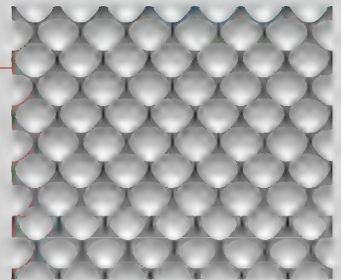


Relation Size :
Sabine reaches ladybug face height after akumatization

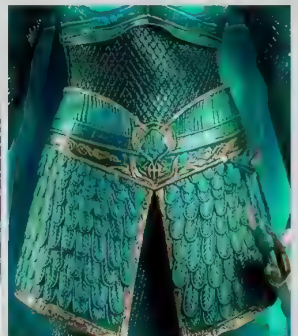
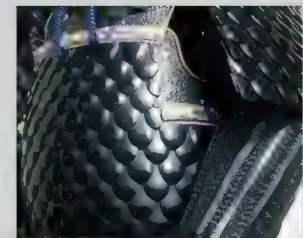
Use Sabine's facial with her UVs and Shapes, add a cyan glow in compositing for the eyes :



Mustache, hair and tail, try a shiny shading with gradations of colors like Chinese porcelain, or jade stone :



In surfacing add a pattern of scales from the arms to the skirt :
Example of armor rendering and details

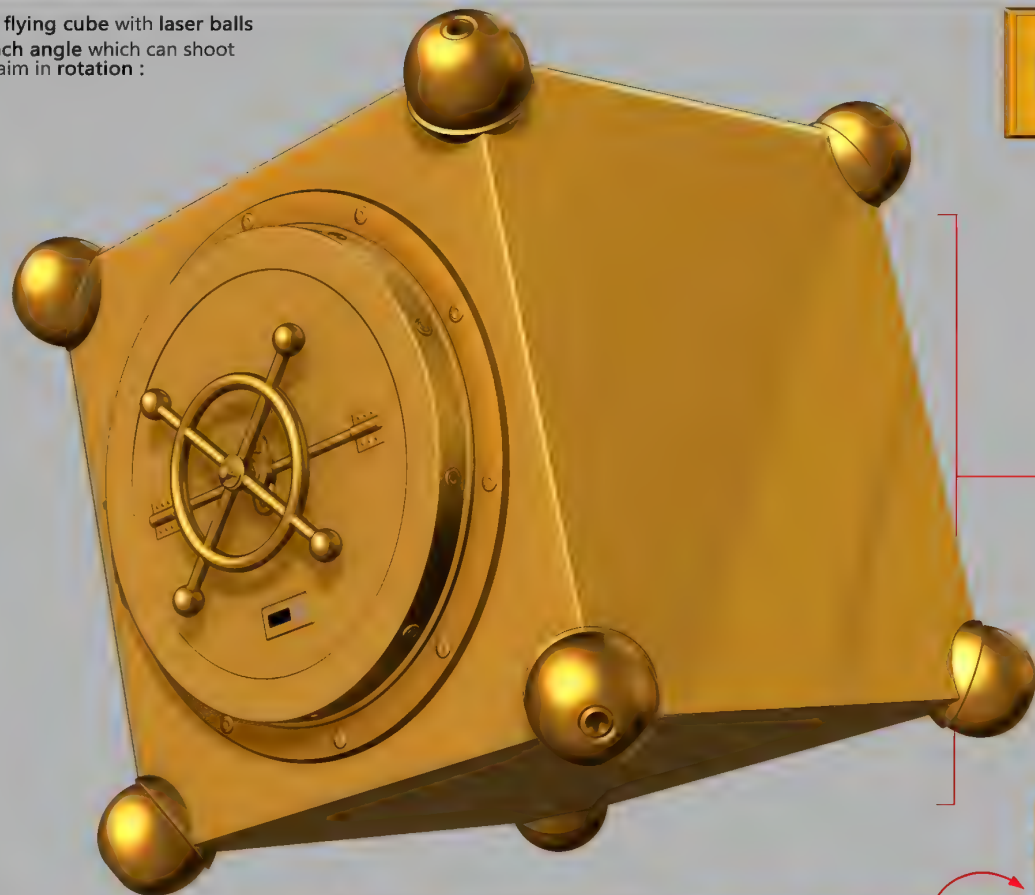




Moolak : a large gold safe - 3D views

Only for Shading
and Texturing Ref

It's a flying cube with laser balls
at **each** angle which can shoot
and aim in **rotation** :



The digicode has a black screen with 4 digits,
and a keyboard with 10 digits (0 to 9)
+ a button "close", a button "open"
like here :



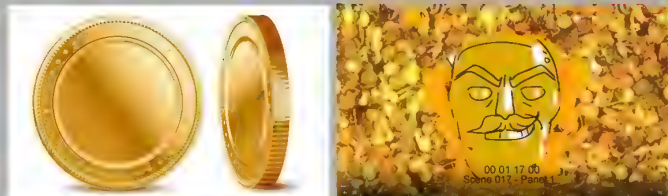
Moolak is **entirely** in shiny gold
(except certain parts of the digicode)
with **different** values to distinguish each element

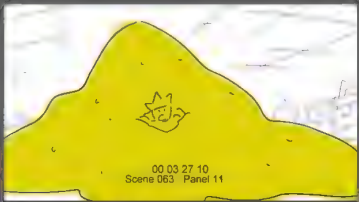


Reuse the same coin as
LB4_422_PR001_GOLD_COIN

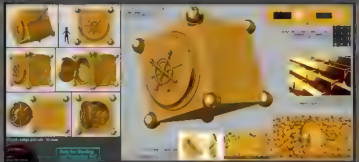


Moolak is filled with gold coins
(texture example)
Bob Roth is gold inside, the face covered
by coins (specific camera for these shots)





Storyboard View



Reuse models
LB4_422_CH001_MOOLAK



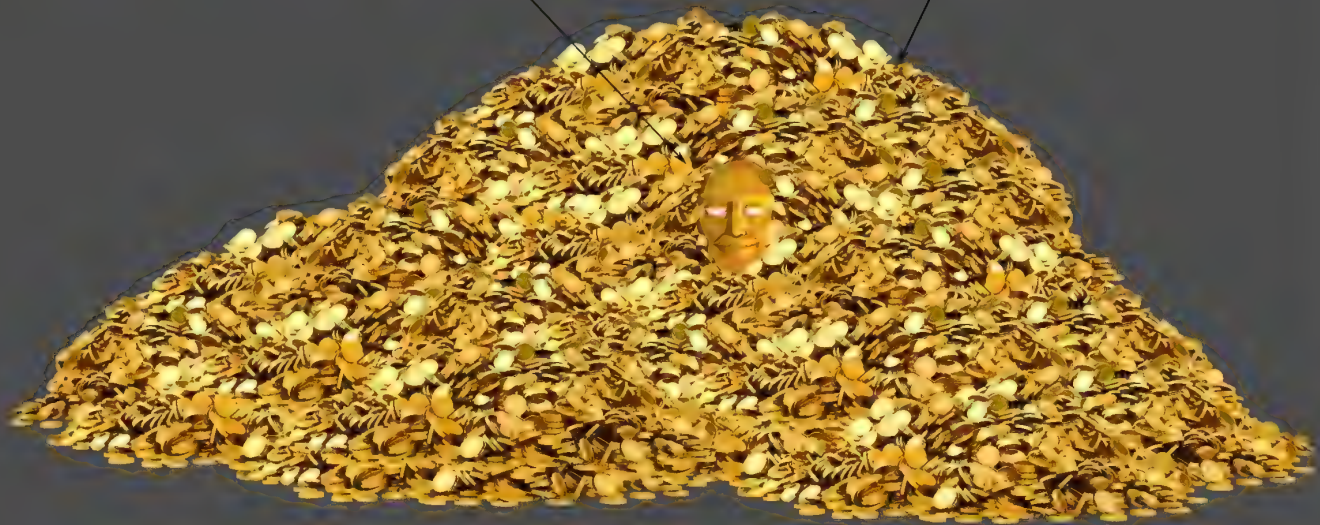
LB4_422_PR001_GOLD_COIN



Reuse the same coin as
LB4_422_PR001_GOLD_COIN

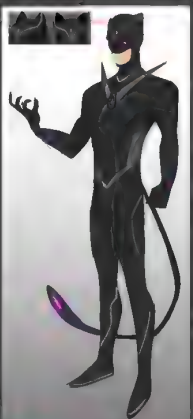


Shader



Miraculous
Tales of Ladybug & Cat Noir

11/09/20 STATUT REAL :
XX/XX/XX RTK OK
LB4_422_CH007_MOOLAK_COINS_PILE



Shadowmoir : Shadowmoth's size

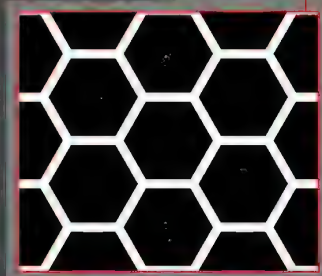


Front Views 3D turn

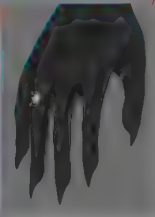


Back Views 3D turn

Shader / Texture
The entire costume must have the same shading and specular as CatNoir
LB1_100_CH004_CATNOIR



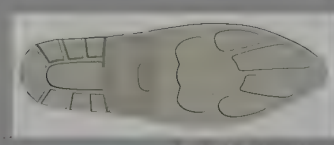
miraculous of CatNoir
LB1_100_PR002_CATNOIR_MIRACULOUS



miraculous of Hawkmoth and peacock
LB1_100_CH007_HAWKMOTH



LB2_225_PR007_PEACOCK_MIRACULOUS



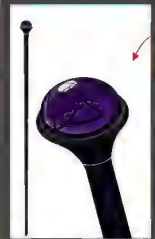
Close up : Sole

Put the CatNoir on the maya file of Shadowmoir
LB1_100_CH004_CATNOIR

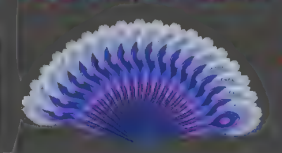


WARNING

ShadowNoir uses two accessories already exist, to add in the Maya Files (Reuse) :



LB1_100_PR002_HAWKMOTH_CAND
LB1_100_PR007_HAWKMOTH_CAND



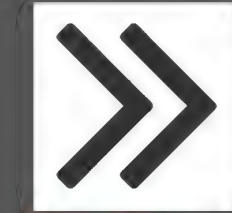


Ephemeral : CatNoir's size



Front Views 3D turn

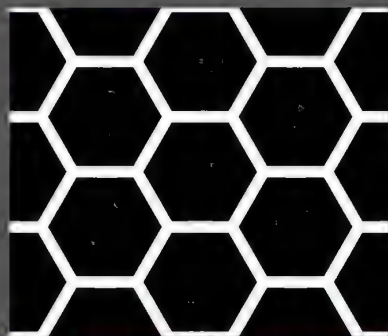
Ephemeral is Adrien akumatized, use the **facial mesh** with the same **UVs** and **Shapes** of Catnoir :
LB1_100_CH004_CATNOIR



Speed Pattern example



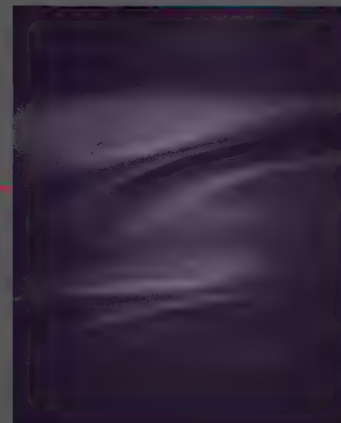
Back Views 3D turn



All the **costume** has this **specular map** as Catnoir. And the suit is made of soft **rather smooth purple leather** with a fairly **diffuse specular** :



The **darker purple** part of the leather has **more grain** like here :





Jehane_D_Arc

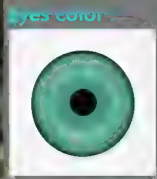


Front Views 3D turn



Back Views 3D turn

Make the hair in **Pr8** and make them a little bit **messy** like here :



The **skin** on the face need to be slightly visible like here :

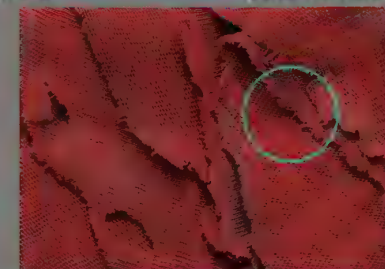
Use the existing **miraculous of ladybug** **LB_p001_ear_ring**



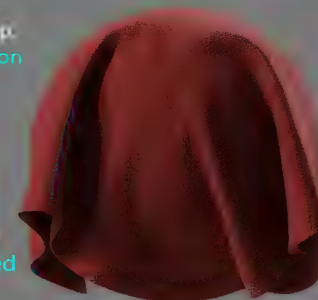
Use the existing **weapon of ladybug** : **LB_p003_yoyo**



The clothes are **damaged** on the **lower** of the neck and shoulders parts like here :



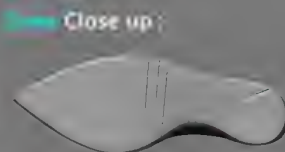
With this type of **map**, texture of **Wool Nylon**



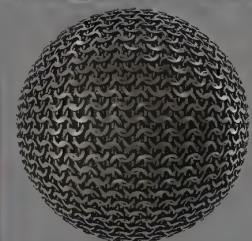
The **clothe** part between the **legs** need to be **rigged** (**front** and **bottom**)



Use the **same** type of **leather** for all the **armor** parts :



Close up :



The **character** has a **chainmail** around the **neck** and beneath the **armor**. Make in **3D** the part around the **neck** and use a **projection** of a **chainmail** texture for this :

Only for Shading and Texturing Ref



08/09/20

LB4_422_CH005_JEHANE_D_ARC



CatWalker - ChatNoir's size

Front Views 3D turn

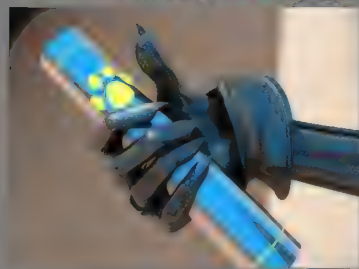
See ChatNoir's long, deep and long neck, and same FFX process as his new hair (01-10) ChatNoir CatNoir



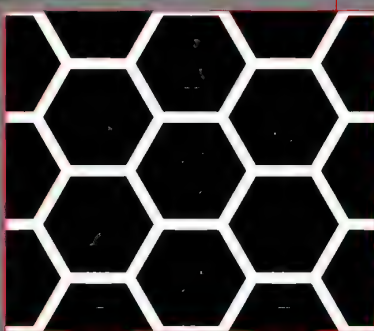
His eyes are in very smooth material, and the golden parts in shiny gold



His stick is on his back and identical to ChatNoir



Back Views 3D turn



All the black parts use the same material and map than ChatNoir

He wears the mask of ChatNoir (01-10) ChatNoir CatNoir



Only for Shading and Texturing Ref



ChatNoir - Sole



29/06/20

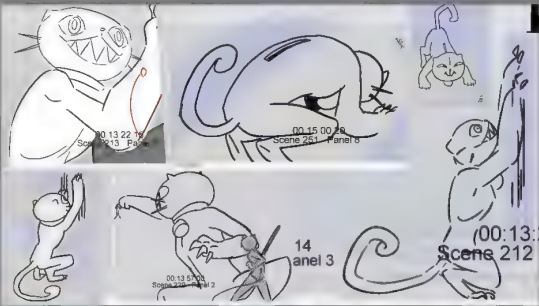
LB4_423_CH003_CATWALKER



3D Turn around



Only for Shading and Texturing Ref



KURO NEKO is a huge humanoid cat (front view of head)
porcelain
"big" cat with a big thin can be
found in the city (Maneki Neko)

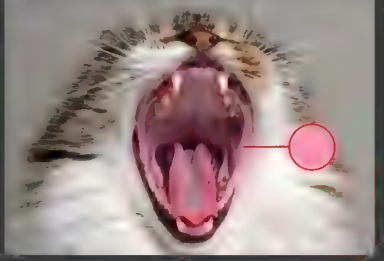
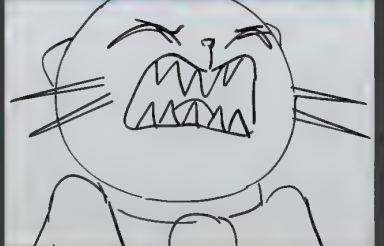


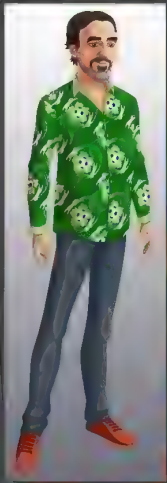
Relation Size with human



The sentimonster is made in porcelain with different colors

See the 3D file for the inside of the mouth and the tongue, in porcelain pink shading





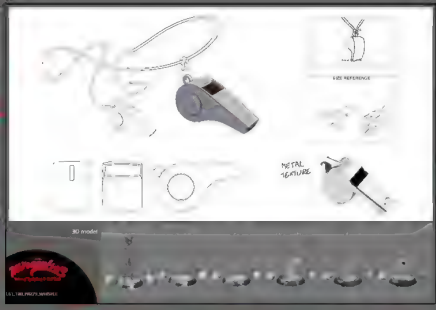
Didier Trainer - french trainer Didier Roustan

Front Views 3D turn



Use the same process for wide, hair and beard in PBR like 1
ART_000_00011 THORNS ARMOR

The **neck** and **throat** will be props to put around his neck
ART_100_00000 WHISTLE



Back Views 3D turn

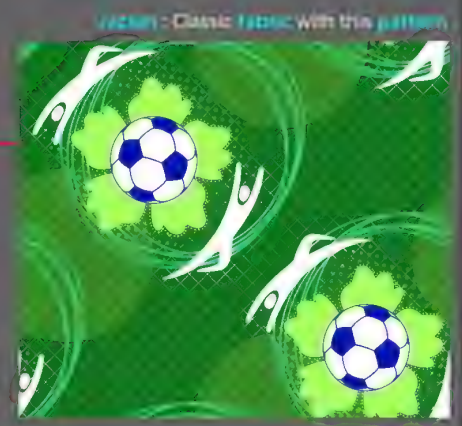
Give **lower** **jeans**, with a **jeans** **trunk** too hard



Back shoes with this type of **material** (back) with the **color** of red indicated on the 3D turn



Scale:



Pattern: Classic fabric with this pattern



Reference pose body



Penalty : Chloe's size

Front Views 3D turn

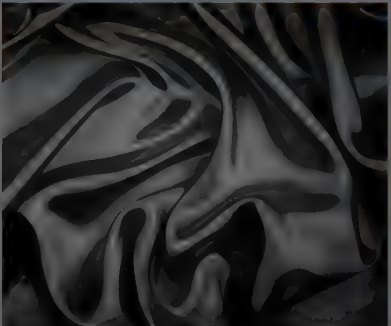


Back Views 3D turn

Use the **same process** for PFX hair, and create the **new eyes / face maps** :



The **whole costume** is in **smooth yellow** and **black shiny fabric** like here :



LB4_424_CH005_PENALTY_WITHOUT_GLASSES



Keep the **whistle** in the **same place** as in the **maye file**.

Here the **colors** and **shading** of the **akumatized glasses** :

AKUMATIZED GLASSES



She has a **chrome gold whistle** on her hair tie, like this shading :



She has **crampons** in **black** and **gray chrome metal** under her soles :





Frog



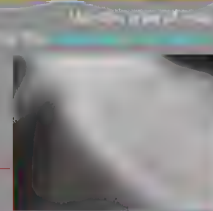
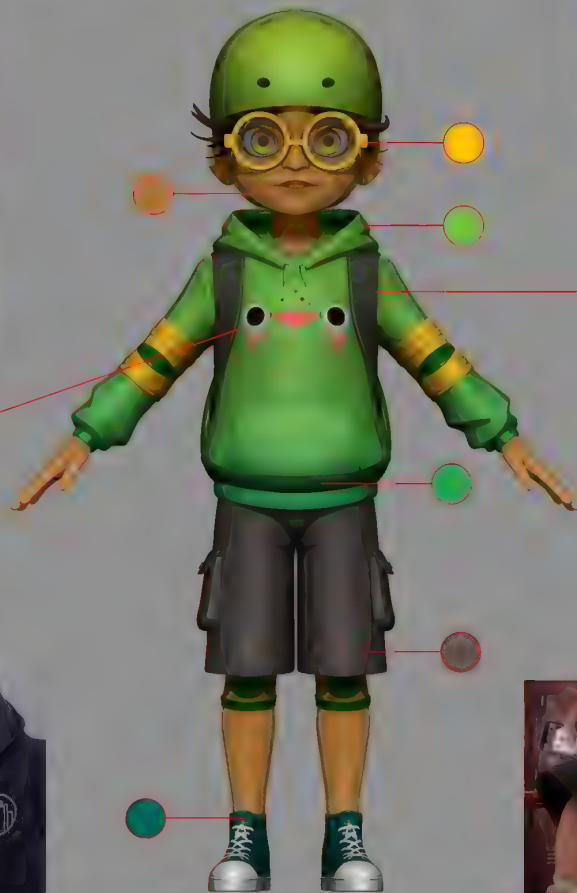
Front Views 3D turn



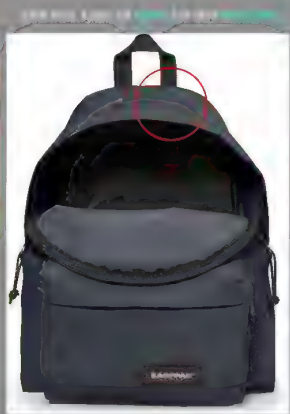
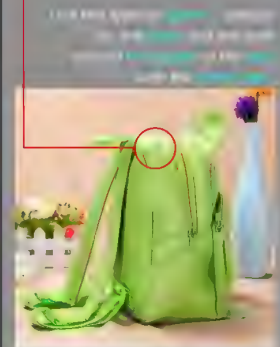
Back Views 3D turn



Look at the character's face and the frog-like features.



Use the type of skin for the character and the frog-like features.



Only for Shading and Texturing Ref

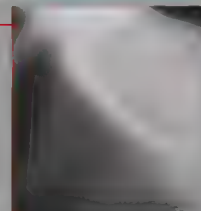
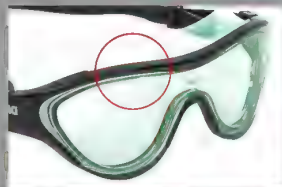


07/09/20

LB4_425_CH001_FROG



Front Views 3D turn



Use the **Character** as
reference for the
color and texture
of the **Character**

Frog



Back Views 3D turn



Only for Shading
and Texturing Ref

08/09/20

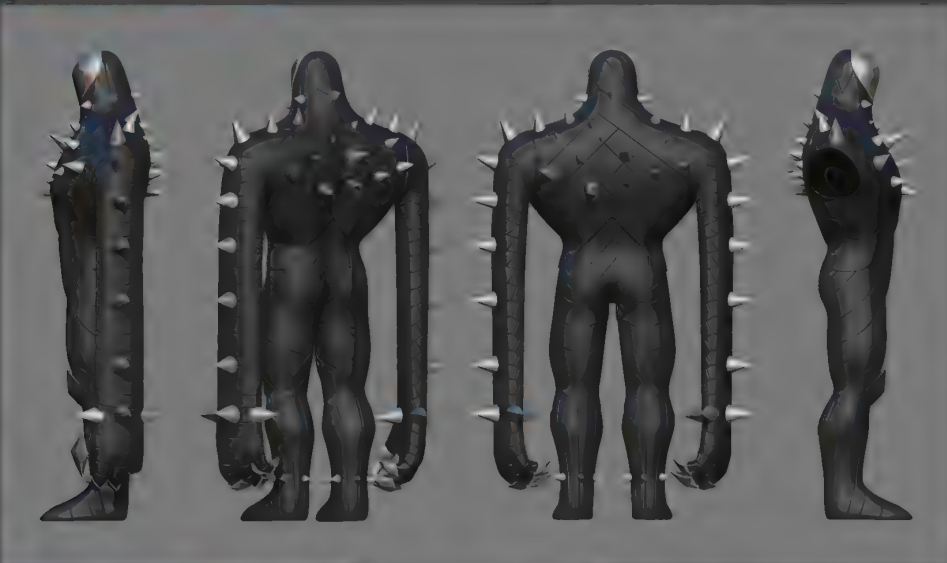
LBA_425_CH002_RISK



Sentimonster Strikeback



Front Views 3D turn



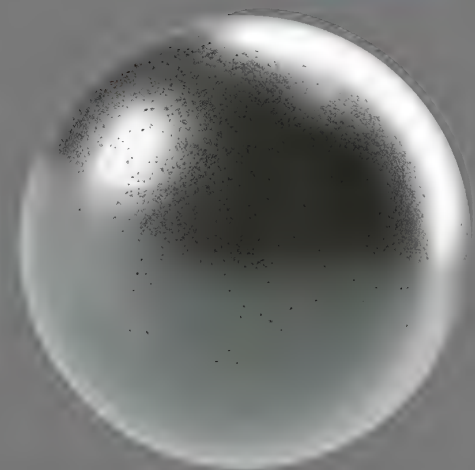
Back Views 3D turn



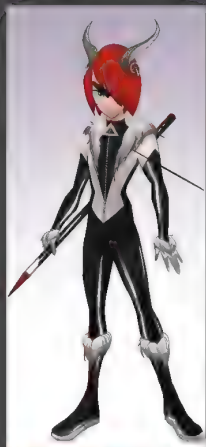
Use this material with the texture map for all metallic part of the model



Use this material for the body (excluding the metallic parts)



Only for Shading
and Texturing Ref



Capri_Kid : Nathaniel's size

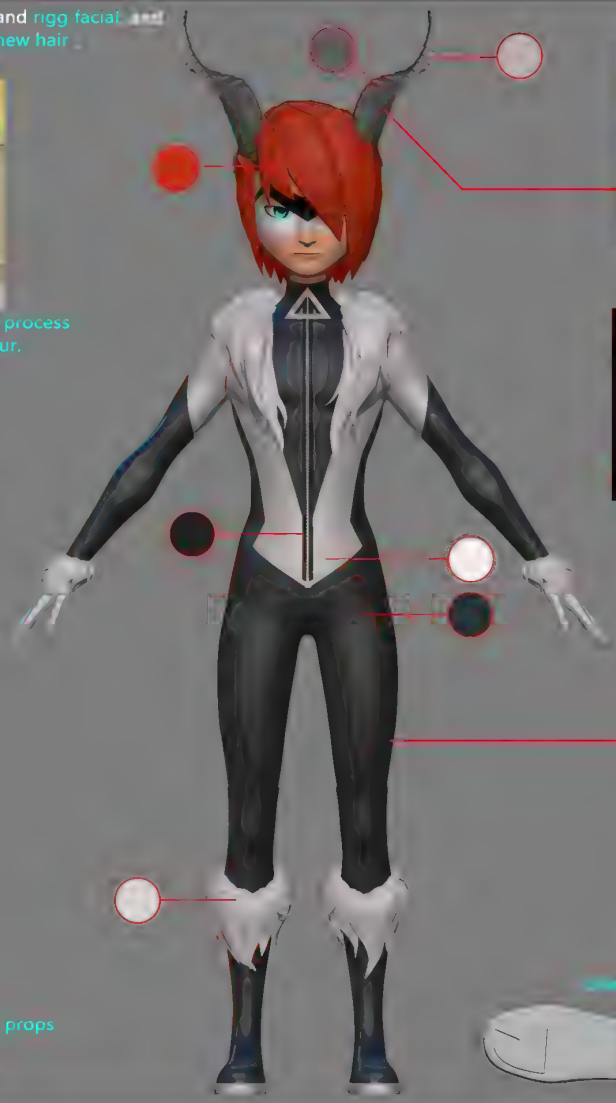


Front Views 3D turn

Use Nathaniel's Uvs, Map and rigg facial and leave PFX process on this new hair LB_ch016_nathaniel



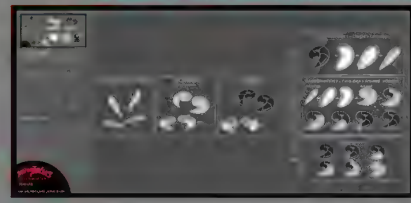
Use PFX process for the fur.



The horns must have this type of spec :



Use the existing materials of the post : LB_404_P0010_SPECULAR_MAT



LB4_424_PR020_CAPRIKID_BRUSH

Don't forget to add the brush props on the character rig.



Back Views 3D turn



Use this type of shader with this spec for the zipper :

The zipper triangle need to be rigged



Don't forget to add the brush props on the character rig.

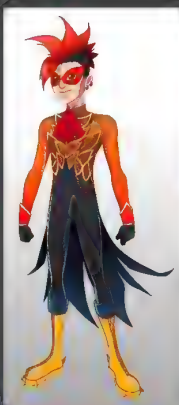
INDIA PROPS A TAGOUTER

Use the same shaders than Cat Noir for the costume :



LB4_400_CH012_CAPRI_KID

Only for Shading and Texturing Ref



Rooster_Bold : Marc's size



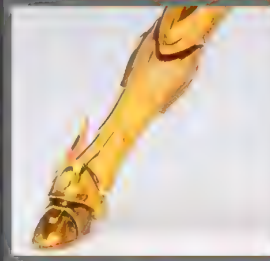
Front Views 3D turn



Use Marc's 1/8 scale and 1/4 scale and 1/2 scale for the 3D turn.



Back Views 3D turn



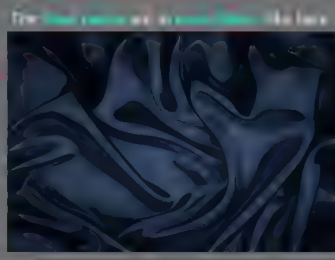
The boot is in smooth orange leather. The 1/4 scale is gold (the 1/8 scale and 1/2 scale are black).



Use the building instructions of the model.



The feathers are edged in gold and the 1/8 scale is black.



The blue fabric is in smooth like silk.



LB4_424_PR022_ROOSTER_BOLD_QUILL



Don't forget to had the quill on the character's back. The tip of the quill need to be able to disappear. The feather need to be flexible. Had a collar on the two feet.

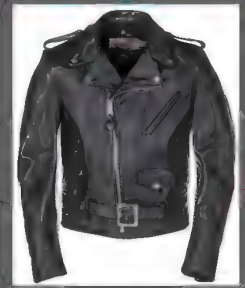


Minotaur: Ivan's size
Front Views 3D Suit



Back Views 3D Suit

The suit is in leather like here:



Only for Shading
and Texturing Ref

Use the color and shape of horn
and elements of the suit that is like



Shading and
texturing



The horn is like this, with this shape of horn
The horn is black with yellow tips



Place the yellow buttons in the suit
USE 3D PRIME MATERIALS



Give this type of eye
to the ring and eye



with this type of gear



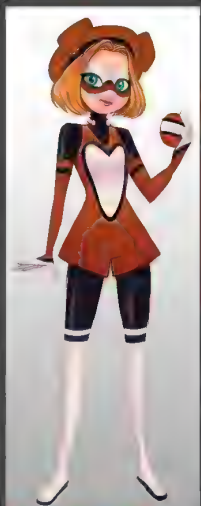
Gears Close up



LB4_424_PR021_MINOTAUOX_HAMMER

Don't forget to add the hammer to the
in the character's hand





Miss Hound : Sabrina's size



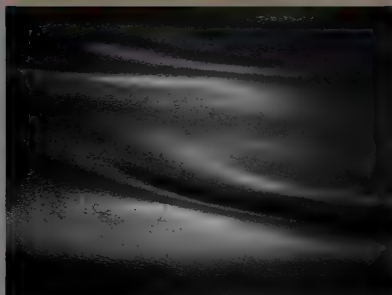
Front Views 3D turn

Use the facial and maps of Sabrina and generate the new Sabrina PFX



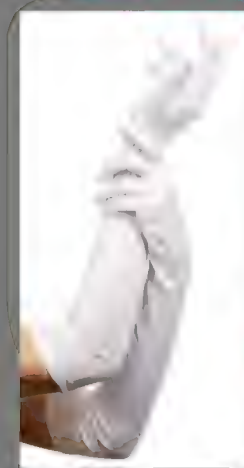
Back Views 3D turn

The brown parts are in suede texture and the black parts in leather like texture



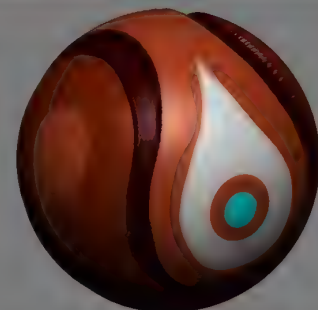
Place and adapt the size of the dog's miraculous AROUND THE NECK
LB3_326_PR013_DOG_MIRACULOUS

All the white parts are in Satin fabric



LB4_424_PR019_MISS_HOUND_BALL

Don't forget to find the ball props on that character rig

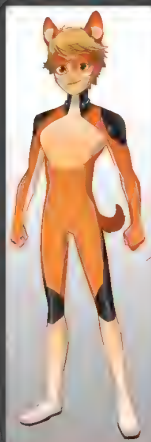


Only for Shading and Texturing Ref



18/09/2020

LB4_400_CH011_MISS_HOUND



Use Adrien's eye, hair and facial rig.
Use EVA's proportions for the new tail.



Use the existing proportions of the dog.
NOM ASSET & ADJUSTER

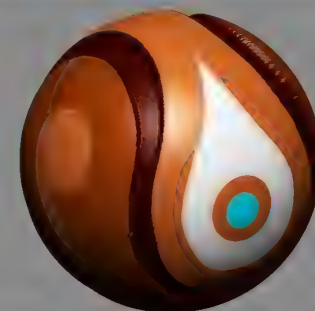


The dog's head is in the same position
as the cat's head.



LB4_426_PRO20_FLAIRMIDABLE_BALL

Don't forget to add the ball prop
on the character rig



Flairmidable : Adrien's size

Front Views 3D turn



Back Views 3D turn

Use the type of fabric with
the same color for the cat's body.

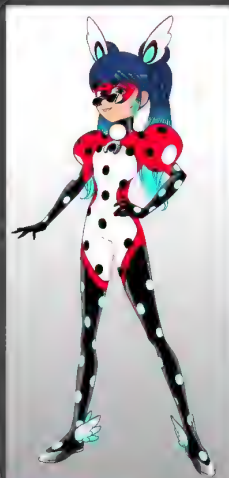


**Only for Shading
and Texturing Ref**



14/09/20

LB4_426_CH002_FLAIRMIDABLE



PennyBug : Ladybug's size



Front Views 3D turn



Back Views 3D turn

Shader / Texture

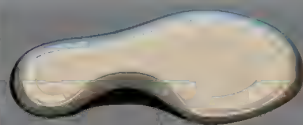
Use the same process for PFX hair than Ladybug for the new hair , make the blue gradient on the back, use gradient tool



And all same shading for the facial



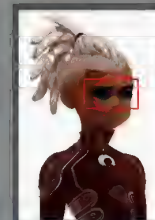
All the suit and mask with the classic Ladybug's pattern
Use the same Ladybug Body No



For the sole, use the same chrome as the horseshoe .



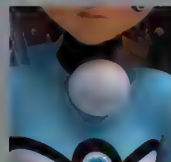
Add controllers for the wings like Bunnix.



Use the horse's miraculous egg with shades to reproduce it for Ladybug
LB0011 PR001 HORSE MIRACULOUS



Glasses like in Bunnix's design

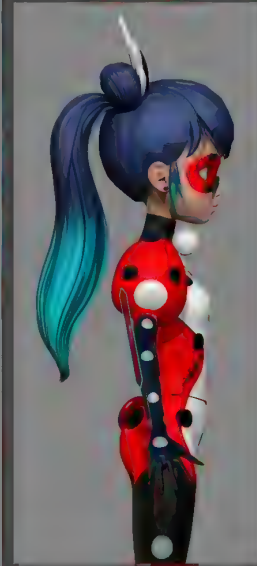


For the wings, use the same chrome as the wings on the head and feet
Use same shader as Bunnix's wings



Use the existing Ladybug Miraculous /
LB1_100_PR001_LADYBUG_MIRACULOUS

Pennybug's Broomstick behind her back



22/09/20

LB4_426_CH001_PENNYBUG

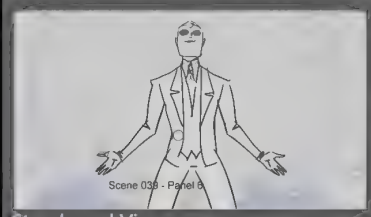
Only for Shading and Texturing Ref



Season 5

ZAG
HEROEZ
Miraculous
Characters

ZAG



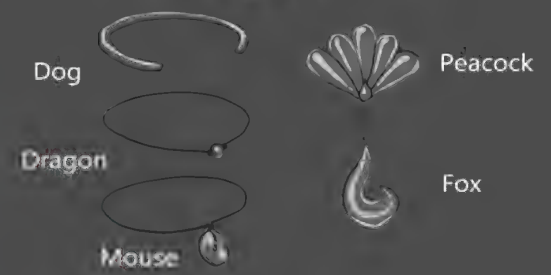
Reuse models
LB5_500_CH002_MONARCH



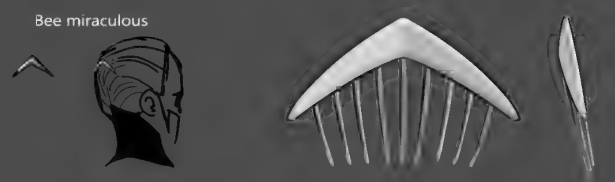
HEAD



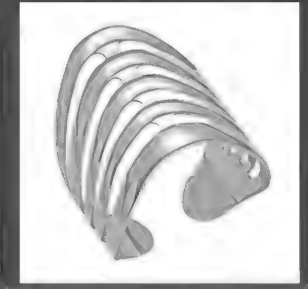
NECK



HANDS

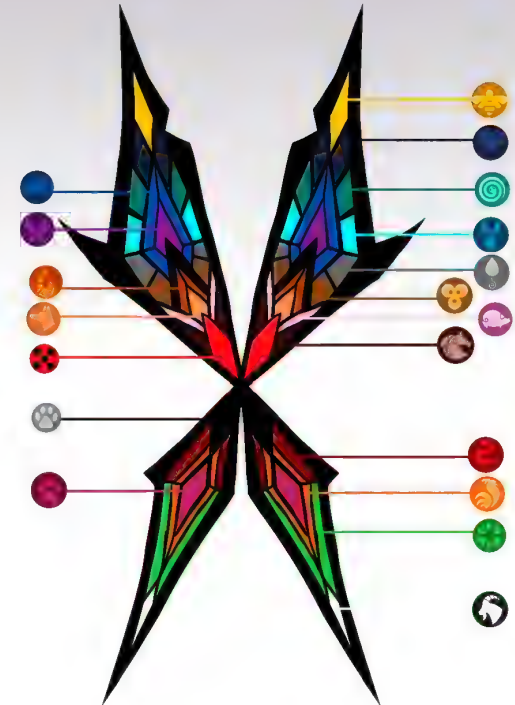
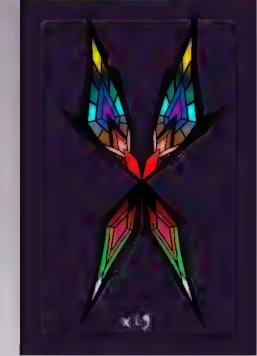
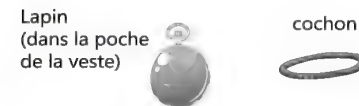
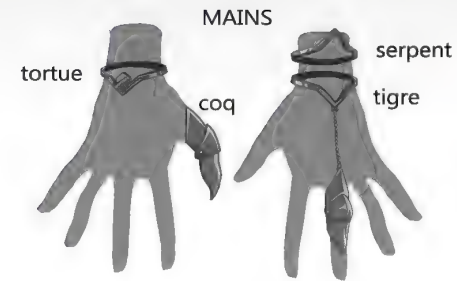
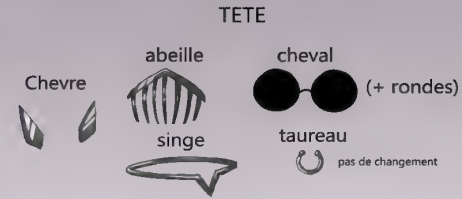


All miraculous are made of steel



Shader

ZAG
Miraculous
 Tales of Ladybug & Cat Noir





Dualmoth_Dog

Front Views 3D turn

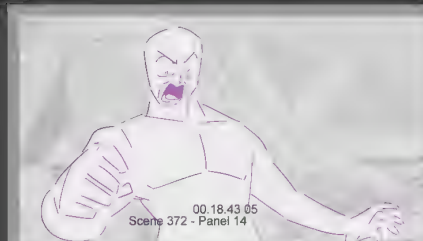


Back Views 3D turn

Replace BUTTERFLY_DOG CAMOUFLAGE miraculous by
CHARGED VERSION
 Add each Miraculous's weapons on Monarch. Turn their color grey/purple



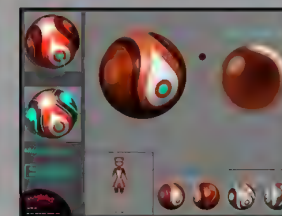
3D references



Storyboard View



Storyboard View



Storyboard View



16/02/2021

LRS_501_CH003_DUALMOTH_BUTTERFLY_DOG



Timothy_Turtle Front Views 3D turn

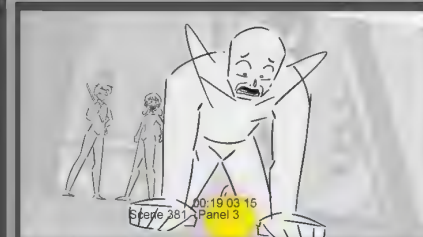
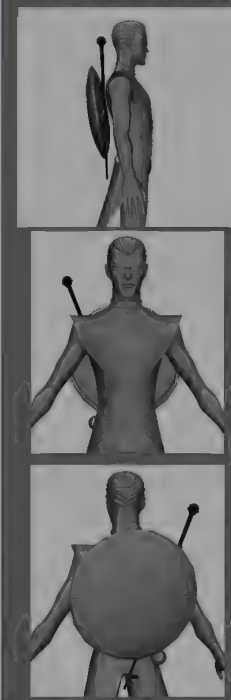


Back Views 3D turn

Replace BUTTERFLY DOG_TURTLE CAMOUFLAGE miraculous by CHARGED VERSION
Add each Miraculous's weapons on Monarch. Turn their color grey/purple



3D references



Storyboard View



Storyboard View



Storyboard View



15/02/2021

LBS_501_CH004_TRIMOTH_BUTTERFLY DOG_TURTLE



Pentamoth

Front Views 3D turn

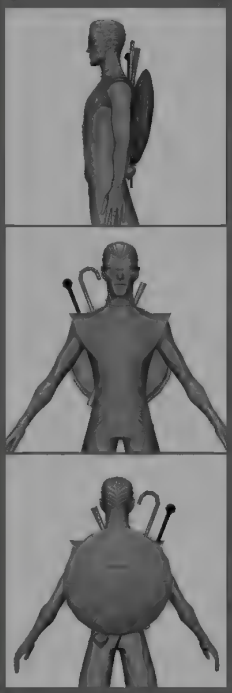


Back Views 3D turn

Replace BEE, BUTTERFLY, FOX, RABBIT, TURTLE CAMOUFLAGE miraculous by CHARGED VERSION
 Add each Miraculous's weapons on Monarch: Turn their color grey/purple.



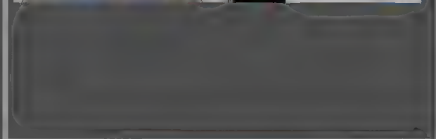
3D references



Storyboard View



LB5_500_0-002_MONARCH 4



LB2_200_0-011_MONARCH 1
 LB2_455_QUEEN BEL SPIN
 LB2_200_0-038 CARAPACE
 LB4_319_0-003 MONARCH ADULT



Hexamoth_Rabbit

Front Views 3D turn



Back Views 3D turn



replace BEE, BUTTERFLY, DRAGON, FOX, RABBIT, TURTLE CAMOUFLAGE mix colors by CHARGED VERSION
Add each Miscellaneous weapons on Mixamoth Turn their color grey/white

3D references



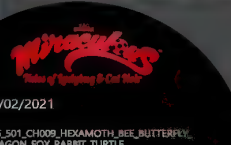
Storyboard View



BRIDE CHINA
TAY GOO CHIEF MOUNTAIN



BRIDE CHINA
TAY GOO CHIEF MOUNTAIN
TAY GOO CHIEF MOUNTAIN
TAY GOO CHIEF MOUNTAIN
TAY GOO CHIEF MOUNTAIN
TAY GOO CHIEF MOUNTAIN
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TAY GOO CHIEF MOUNTAIN

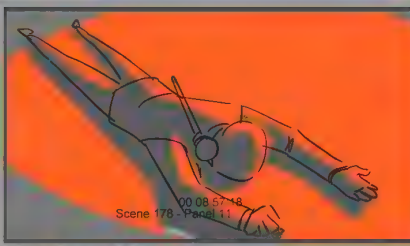




Hexamoth_Dog Front Views 3D turn



Back Views 3D turn



Scene 178 Panel 11



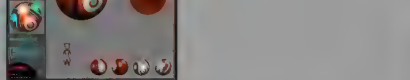
Hexamoth_Dog



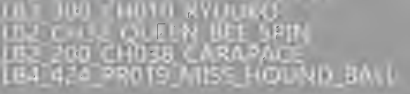
Hexamoth_Dog



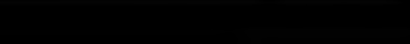
Hexamoth_Dog



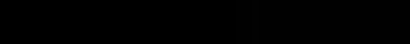
Hexamoth_Dog



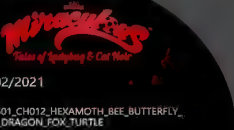
Hexamoth_Dog



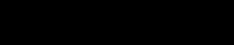
Hexamoth_Dog



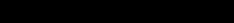
Hexamoth_Dog



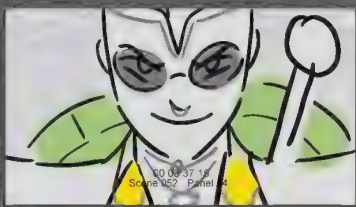
Hexamoth_Dog



Hexamoth_Dog



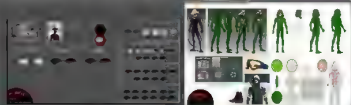
Hexamoth_Dog



Storyboard View



Reuse Chara
LB5_500_CH000_MONARCH



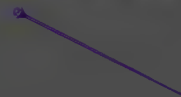
Reuse models
LB3_313_pr001_horse_miraculous
LB2_200_CH038_CARAPACE
LB2_CH32_QUEEN_BEE_SPIN

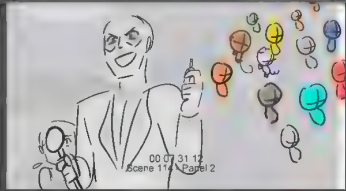
Miraculous
Tales of Ladybug & Cat Noir

01/03/21 STATUT REAL :
XX/XX/XX RTK OK
LB5_503_CH001_QUADRIMOTH_BEE_
BUTTERFLY_HORSE_TURTLE

BEE, BUTTERFLY, HORSE, TURTLE are in CHARGED VERSION

Add each Miraculous's weapons on Monarch. Turn their color grey/purple.

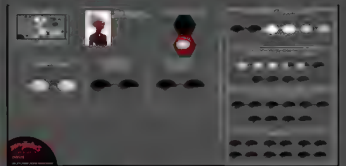




Storyboard View



Reuse Chara
LB5_503_ch009_monarch_beta_winsort



Reuse models
LB3_313_pr001_horse_miraculous

Miraculous
Tales of Spiderweb & Cat Noir

05/03/21 STATUT REAL :
XX/XX/XX RTK OK
LB5_503_CH002_DUALMOTH_BUTTERFLY_HORSE

BUTTERFLY, HORSE are in CHARGED VERSION

Add each Miraculous's weapons on Monarch. Turn their color grey/purple.





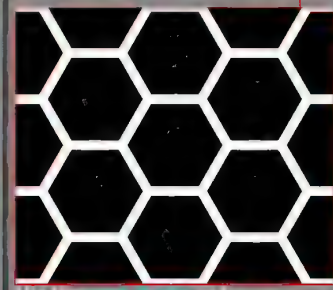
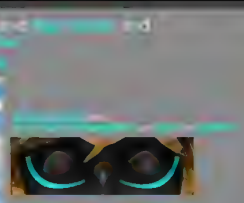
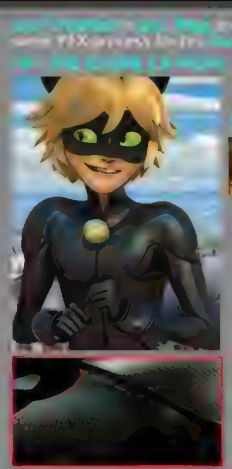
RabbitNoir.: ChatNoir's size

Front Views 3D turn

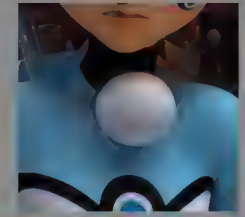


Back Views 3D turn

Only for Shading
and Texturing Ref



Use the hexagonal pattern and
group them together for the suit.
He wears the black and red pattern
on his body, gloves, and shoes.

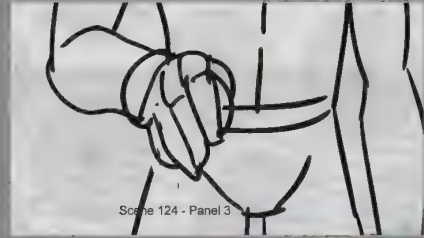


Join the collar to the head and the suit
use same color as the collar.



Use the same color as the collar
and the suit.

Storyboard view



Storyboard view



Add RabbitNoir's umbrella
to the rig and resize it.



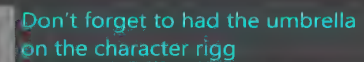


Bunnydog: Alix's size

Front Views 3D turn



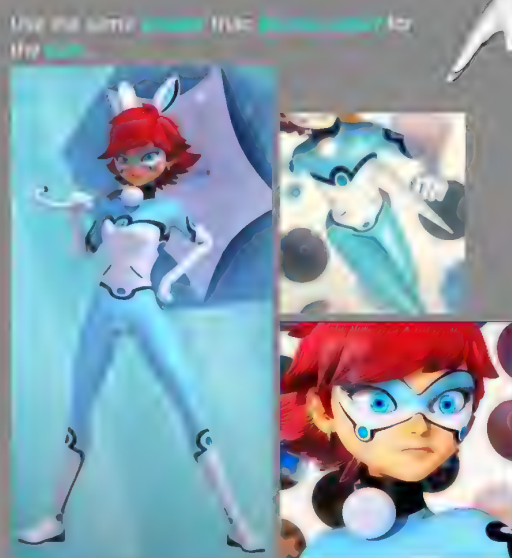
Add the coordinates of the point to the equation. In this case, the point is $(-2, -3)$.

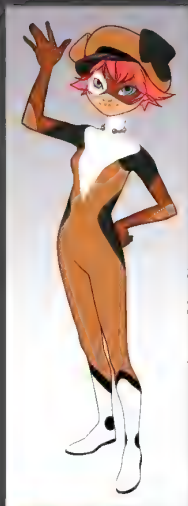


LB3_319_pr17_bunnix_adult_umbrella_set



Back Views 3D turn





Canigirl - Alix's size



Front Views 3D turn



Back Views 3D turn

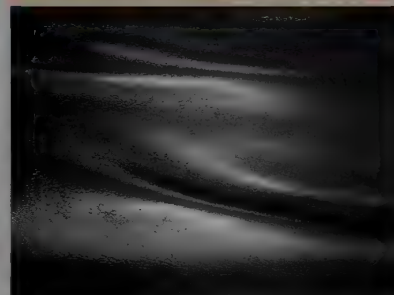
Use the facial and maps of [Alix](#) and [Sphinx](#) the [grey](#) hair in [P3](#)



Look at the [dog's](#) [textures](#) deformation on color [system](#)



The [dog's](#) [textures](#) are in [P3](#) and the [dog's](#) and [ball](#) [textures](#) in [P4](#)

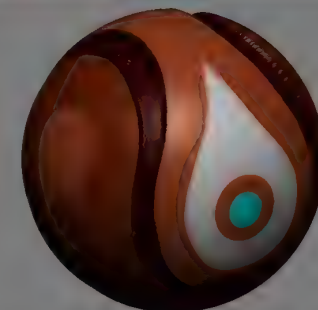


Place and adapt the size of the dog's [textures](#) around the neck [dog's](#) [textures](#)



LB4_424_PR019_MISS_HOUND_BALL

Don't forget to find the ball drops on the character rig





Bunnydog : Alix's size

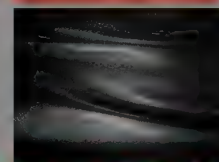
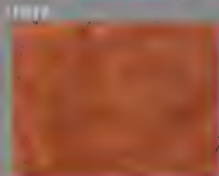
Front Views 3D turn



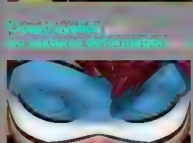
Back Views 3D turn

Only for Shading
and Texturing Ref

The **facial** parts are to **blend** into the **body** and the **glass** piece of **leather** too.



Use the **facial** and **maps** of Alix
and **generate** the **new** for **Bunnydog**.



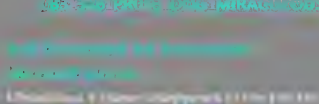
Add the **miraculous** of the **rabbit** to the **rigg**.

LB4_424_PR019_MISS_HOUND_BALL

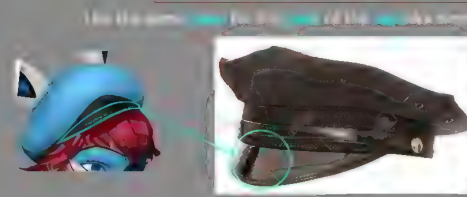


Place and adapt the size of the dog's **miraculous** around the **ball**.

LB3_319_pr17_bunnix_adult_umbrella_set



Use the same **size** for the **ball** of the **miraculous** as the **ball** of the **miraculous**.



Use the same **size** for the **ball** of the **miraculous** as the **ball** of the **miraculous**.

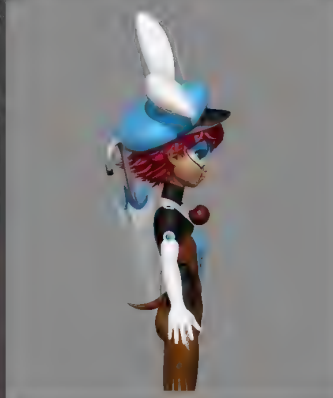
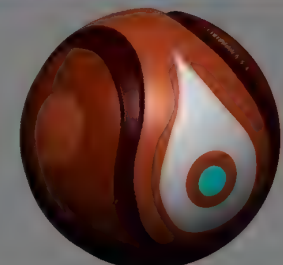


LB4_424_PR019_MISS_HOUND_BALL



LB3_319_pr17_bunnix_adult_umbrella_set

Don't forget to **add** the **tail** prop and **Bunnix's** **umbrella** on the **character** **rigg**.





Storyboard View



Reuse models
LB1_100_CH056_MR_KUBDEL



Rig the jacket



Adapt watch to character's wrist



Rig hands



3/4



Gold

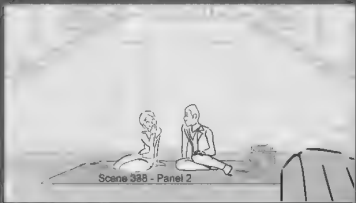
Black Leather



Shader



27/11/20 STATUT REAL :
XX/XX/XX RTK OK
LB5_501_CH018_MR_KUBDEL_WITH_
WATCH

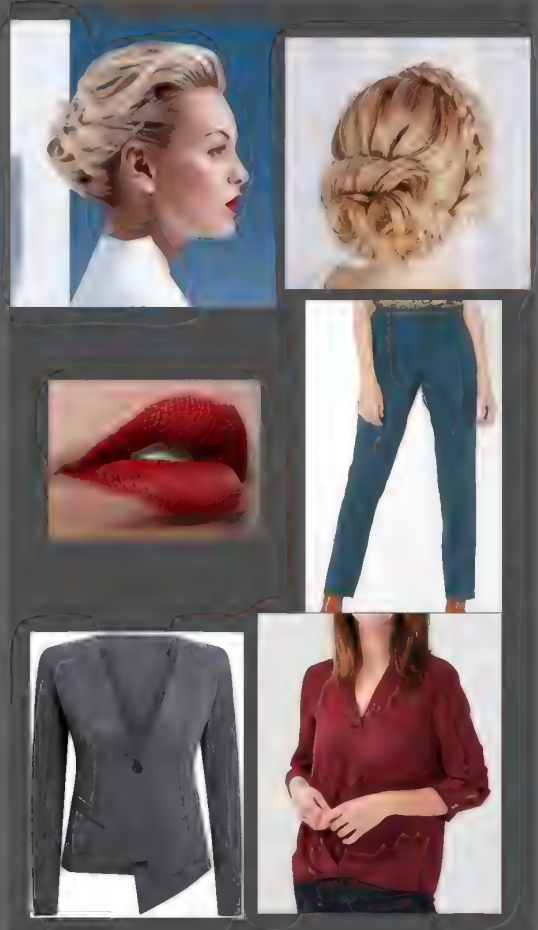


Storyboard View



Reuse models
LB_CH31_Adrien_Mother

Modify her hair style, make up and clothes colors.
Remove dark circles around the eyes.



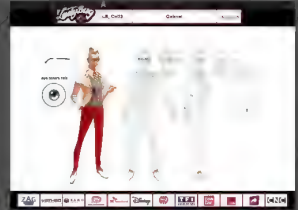
Shader



05/02/21 STATUT REAL :
XX/XX/XX RTK OK
LB5_501_CH014_EMILIE_AGRESTE_YOUNGER



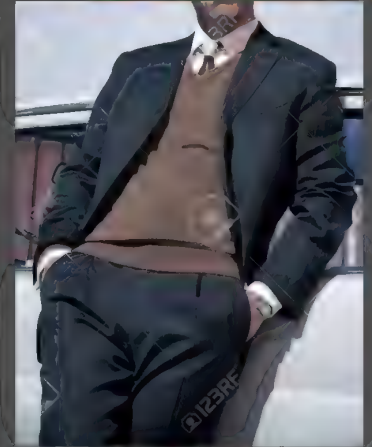
Storyboard View



Reuse models
LB_CH32_Gabriel



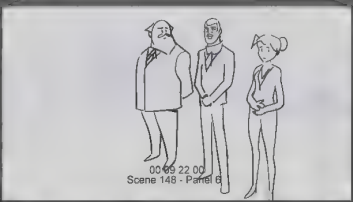
Remove wrinkles and glasses.
Hair is dark



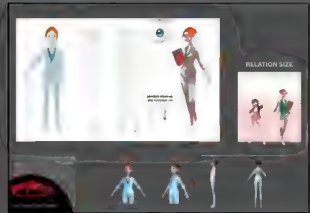
Shader

Miraculous
Tales of Ladybug & Cat Noir

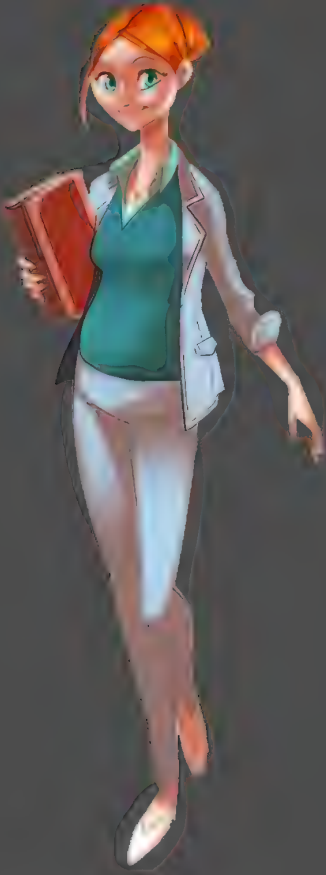
02/12/20 STATUT REAL :
XX/XX/XX RTK OK
LB5_501_CH015_GABRIEL_AGRESTE_YOUNGER



Storyboard View



Reused character
LB1_100_CH021_MISS_BUSTIER



Reused model's shader

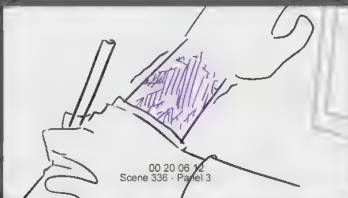
Reference photo



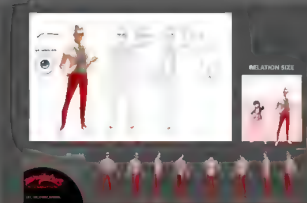
Relation Size



22/02/21 STATUT REAL :
XX/XX/XX RTK OK
LB5_502_CH001_MISS_BUSTIER_PREGNANT



Storyboard View



Reuse models
LB_ch032_gabriel

Replace the scar by the corresponding one according to the actual scene.
The scar stay between each scenes. There is no scar evolution between each scenes.

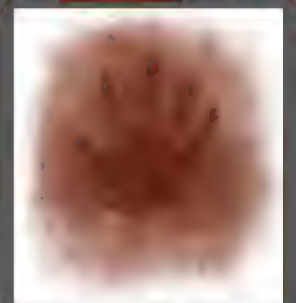
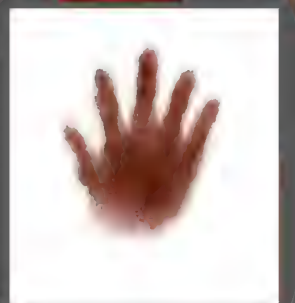
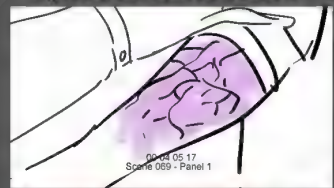
Episode 503 scene 202



Episode 503 scene 336

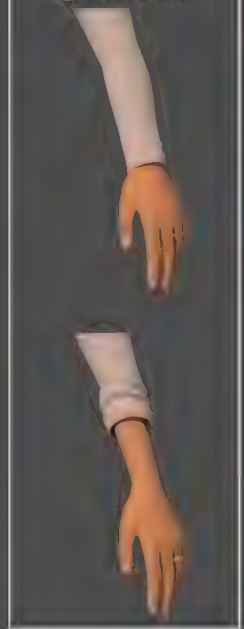


Episode 507 scene 336



Use these textures to make scars

Rig the sleeve



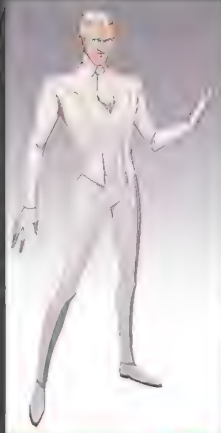
Shader

Reused model's size

Relation Size



16/03/21 STATUT REAL :
XX/XX/XX RTK OK
LB5_503_CH005_GABRIEL_ARM_
CATACLYSMED_PHASE_01



Gabriel new suit alliance : Gabriel's size



Front Views 3D turn



Use the **face** and **eyes** of **Couch** and **mouth** as a **ref**, **generate** the **new face** with it

Use the **same type** for the **glasses** **frame**



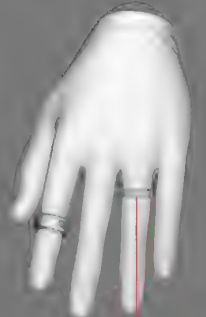
The **glasses** need to be able to **rest** up the **cheek** to use the **frame** **slide** by **adjusting** it

Tsuneo's Alliance



Revised **reference** of the **global rendering type**

Use the **same type** of **reference** with the **same style** for the **vest**



Don't forget to use the **same type** of **reference** to fit the **hand**



Back Views 3D turn

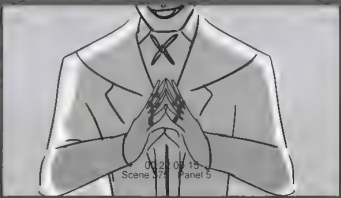
Use the **same type** or **tabe** for the **gloves**



Use the **same type** with the **same style** for the **shoes**



Only for Shading and Texturing Ref



Storyboard View



Reuse Chara
 LB5_500_ch001_gabriel_new_suit_alliance
 LB3_323_pr003_gabriel_wedding_ring
 LB5_503_pr008_miraculous_bee_ring_raw
 LB5_503_pr022_miraculous_pig_ring
 LB5_503_pr033_miraculous_dragon_ring
 LB5_503_pr034_miraculous_goat_ring



10/05/21 STATUT REAL :
 XX/XX/XX RTK OK
 LB5_503_CH011_GABRIEL_NEW_SUIT
 MIRACULOUS_RING_WITHOUT_GLOVES

LB5_500_ch001_gabriel_new_suit_alliance
 Without gloves
 with miraculous ring



Miraculous rings's position





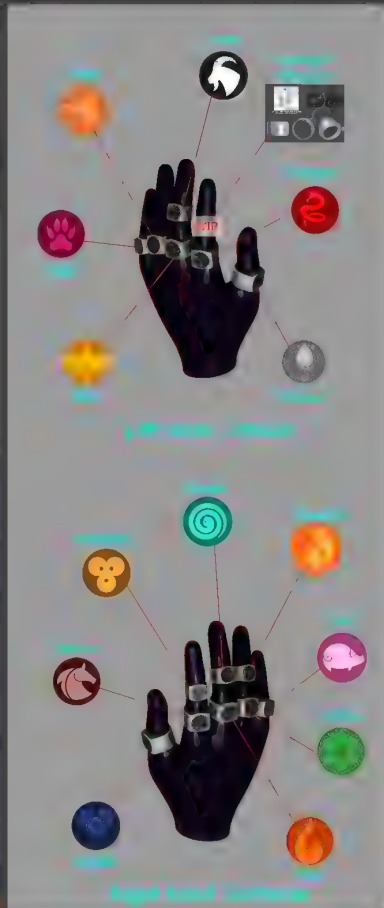
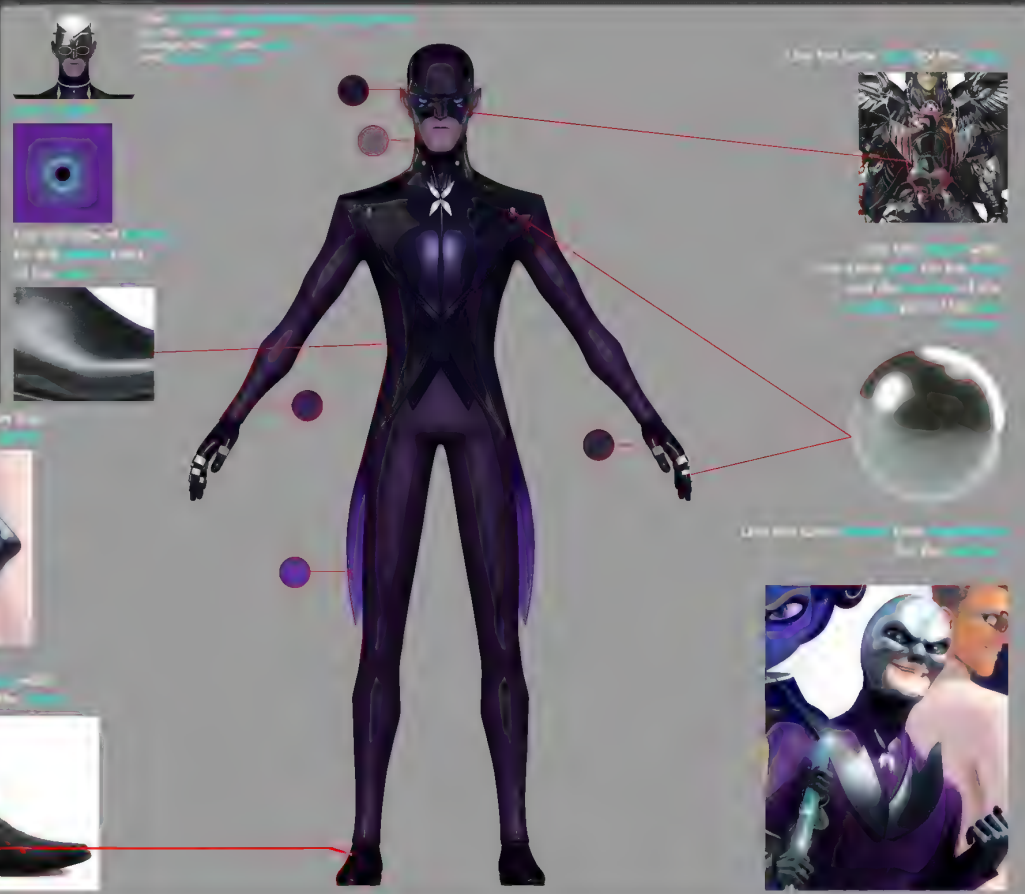
Monarch Shadowmoth's size Front Views 3D turn



Back Views 3D turn

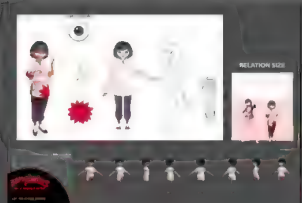
11/01/2020
LBS_500_CH002_MONARCH

Only for Shading
and Texturing Ref





Storyboard View



Reuse models
LB1_100_ch028_sabine

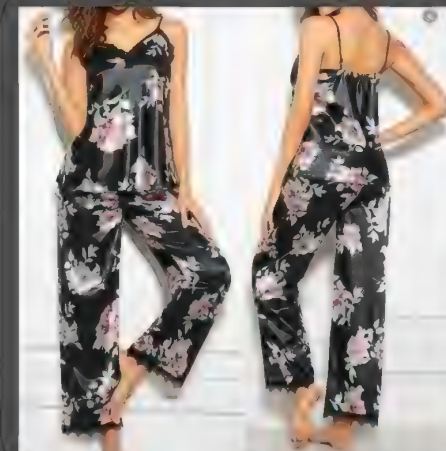
Front



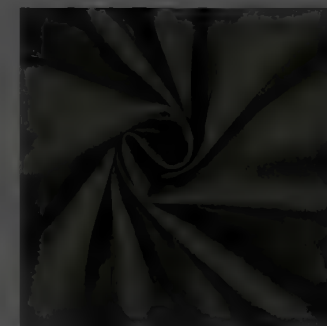
Side



Back



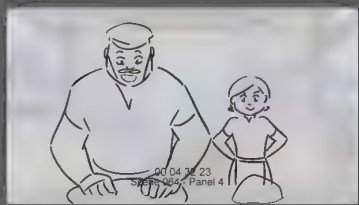
silk



Shader

Miraculous
Tales of Ladybug & Cat Noir

05/03/21 STATUT REAL :
XX/XX/XX RTK OK
LB5_503_CH007_SABINE_PYJAMA



Storyboard View



Reuse models
LB5_503_ch007_sabine_pyjama



Reuse models
LB_ch029_tom_apron



Apron from
LB_ch029_tom_apron

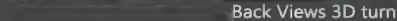


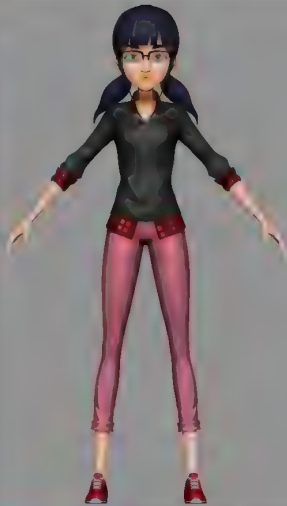
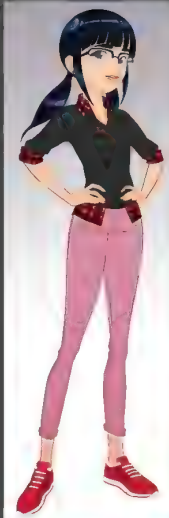
Reused model's shader

Shader

Reused model's size

Relation Size





Socqueline : Marinette's size

Front Views 3D turn



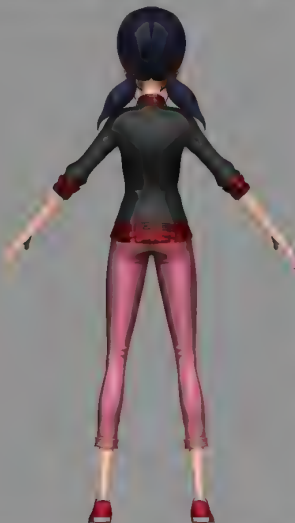
Use the same type of fabric for the shoes parts of the shoes and use a different texture for the shoes.



Use the same type of fabric for the shoes.



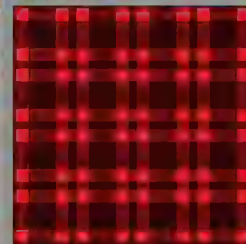
Use the same type of fabric for the shoes.



Back Views 3D turn



Use the same type of fabric for the shoes parts of the shoes and use a different texture for the shoes.



Use the same fabric for the clothes parts of the shoes and use a different texture for the shoes.



Use the same type of fabric for the shoes parts of the shoes and use a different texture for the shoes.



13/10/2020

LBS_504_CH016_SOCQUELINE

Only for Shading and Texturing Ref



Socqueline_Disguised_Ladybug : Socqueline's size

Front Views 3D turn



Back Views 3D turn

Only for Shading
and Texturing Ref

Use the same hair in 3D with the same proportions as in the reference.



Use the same eyes with no textures deformation on color or eyeliner.



Use the same eyes.



Use the same type of fabric with the same spec and roughness for the costume.



The earrings are like Marinette's earring when they are in camouflage (black and red).



Use the same pattern as the Ladybug costume with the same shading.



Use the same.





The Dark Owl - The Dark Owl's size



Front Views 3D turn



Back Views 3D turn



Use the same color for the suit and the cape. Use the same color for the suit and the cape. Use the same color for the suit and the cape.



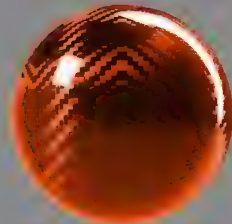
Use the same color for the suit and the cape. Use the same color for the suit and the cape. Use the same color for the suit and the cape.



Use the same color for the suit and the cape. Use the same color for the suit and the cape. Use the same color for the suit and the cape.



Use the same color for the suit and the cape. Use the same color for the suit and the cape. Use the same color for the suit and the cape.



Use the same color for the suit and the cape. Use the same color for the suit and the cape. Use the same color for the suit and the cape.



Use the same color for the suit and the cape. Use the same color for the suit and the cape. Use the same color for the suit and the cape.

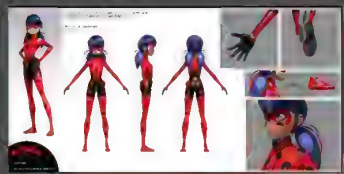


Use the same color for the suit and the cape. Use the same color for the suit and the cape. Use the same color for the suit and the cape.





Storyboard View



Reuse models
LB4_400_ch016_ladybug_new_suit



26/03/21 STATUT REAL :
XX/XX/XX RTK OK
LB5_504_CH011_LADYBUG_WEDDING_DRESS

Front



Side



Back



Same pattern and shader than
LB4_400_ch016_ladybug_new_suit

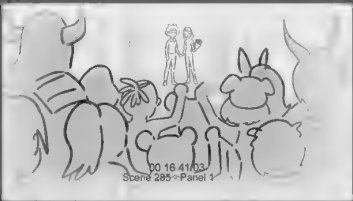


Polyester

Shader

Reused model's size

Relation Size



Storyboard View

Reuse models
LB_ch004_cat_noir
LB3_322_ch001_cat_blank

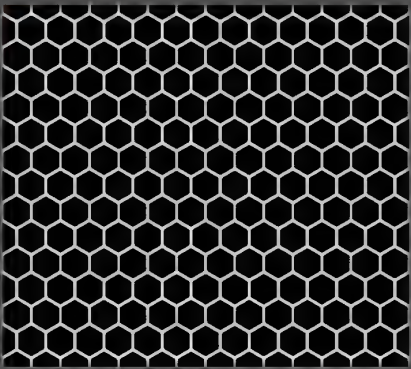
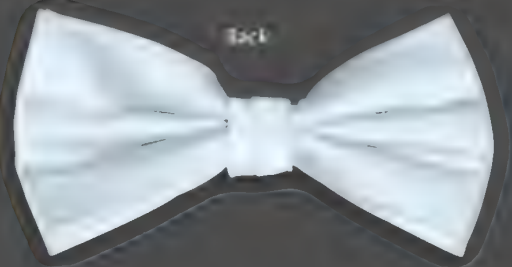
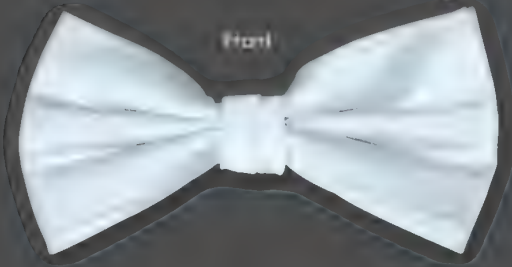
LB3_325_PRO25_BOW_TIE

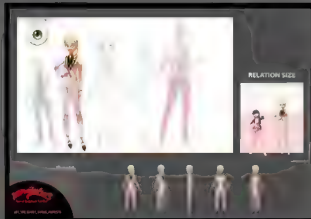


Combine Cat Noir's head and Cat Blank's body, add ribbon



Same shader than the costume,
With the same pattern





Reuse character :
LB3_100_CH021_EMILIE_AGGRESTE



Reused model :
LB3_323_pr004_emilie_wedding_ring



14/09/21 STATUT REAL :
RTK OK

LB5_504_CH025_EMILIE_WHITE_SUIT



Manipula



Front Views 3D turn

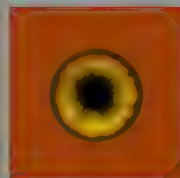


Back Views 3D turn

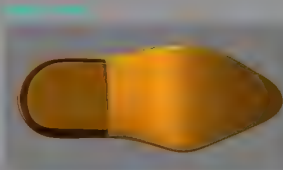
Use the facial and maps of Veronique and change the colors.



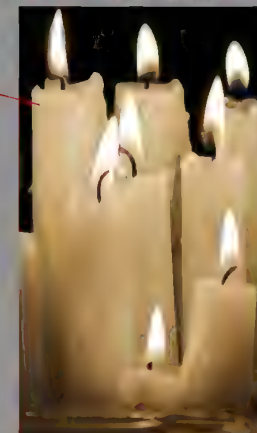
Veronique



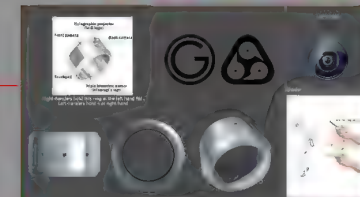
Use this type of gold with the same properties for all the gold elements of the character.



Give the same effect for the rest of the body.



lit candle



All the parts of the character that are not gold must look like a more realistic like from.





Keyed character:
LBS_505_CH001_GABRIEL_NEW_SUIT_ATTENDANT



Storyboard View

Miraculous
Tales of Ladybug & Cat Noir

20/04/21 STATUT REAL :
RTK OK

LBS_505_CH001_GABRIEL_NEW_SUIT_
ARM_CATAclysmED_APRON_PHASE_01

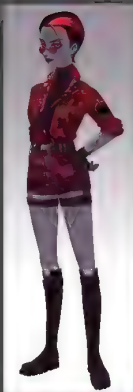
The character is meant to be able
to roll up his sleeves. It was
the result made by the collection



Finalized information
for vestments





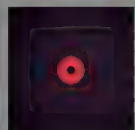


Safari : Nathalie's size

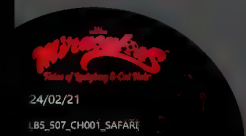
Front Views 3D turn



Back Views 3D turn



LB5_507_PR008_SAFARI_CROSSBOW

Only for Shading
and Texturing Ref



Concept



Front Views 3D turn



Back Views 3D turn



Sole view



Use PFX process for his beard



Use the same type of gold

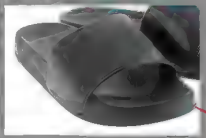


Use the same type of gold

Use the same type of gold for the shoe



Use the same type of gold with the same color but in gold



Use the same type of gold for the neck



Use the same type of gold for the face



Use the same type of gold for the pants





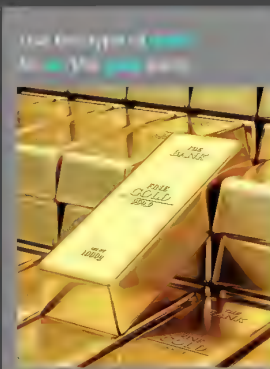
Brush



Front Views 3D turn

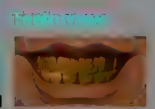


Back Views 3D turn



Sole view

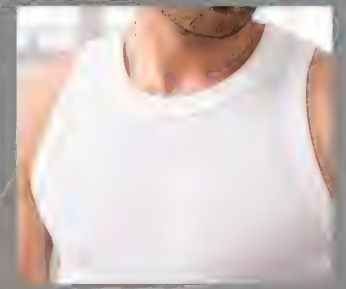
Use the same jewelry for the head



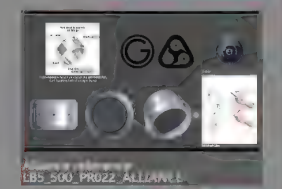
Use the same type of leather



Use the same type of fabric for the shirt



Use the same type of fabric for the pants



Use the same type of fabric for the pants



Use the same type of fabric for the socks



Use the same type of fabric with the same spec but in gold



Only for Shading
and Texturing Ref



Brush



Front Views 3D turn



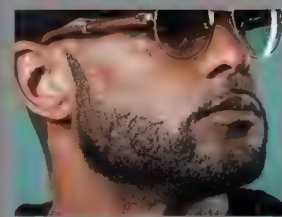
Back Views 3D turn



Sole view :



Use the same type of leather for the headgear



Use the same type of leather for the gloves



Use the same type of leather with the same spec but in gold



Use the same type of leather for the headgear



Use the same type of leather for the shirt



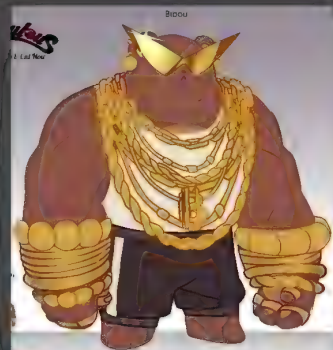
Ember placed from



Use the same type of leather for the pants



Only for Shading and Texturing Ref



Front Views 3D turn



Back Views 3D turn

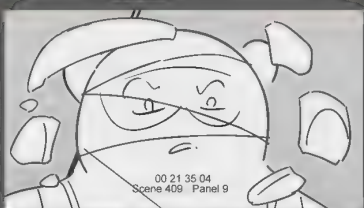


21/05/21
185.510.CH001.BIBOU

Only for Shading
and Texturing Ref



Reuse character
LB5_510_CH015_BIBOU_MINI_PAINT



Storyboard View



Miraculous
Tales of Spying & Cat Noir

21/05/21 STATUT REAL :
RTK OK

LB5_510_CH016_BIBOU_MINI_PAINT_NO_HELMET



Boubi



Front Views 3D turn



Back Views 3D turn

Use **Clay** for nose and **Shade** for eyes. Change the **Shade** for the eyes to match the **Shade** of the eyes.
Use the same process for the **Shade** for the feet too. Make a **Shade** system for the feet of the feet.

LBS_400_000_000_000



Use the same type of **Shade** for the eyes.



Use the same type of **Shade** for the eyes and for the **Shade** of the eyes.



Use the same type of **Shade** for the eyes and for the **Shade** of the eyes.



Use the same type of **Shade** for the **Shade** and the **Shade**.

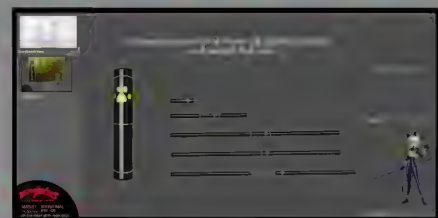


Use the same type of **Shade** for the eyes and for the **Shade** of the eyes.

Use the same type of **Shade** for the eyes and for the **Shade** of the eyes.



LBS_510_000_000_000



Use the same type of **Shade** for the eyes and for the **Shade** of the eyes.



Use the same type of **Shade** for the eyes and for the **Shade** of the eyes.

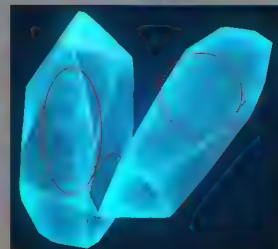
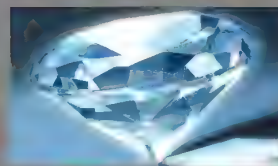


Only for Shading
and Texturing Ref



Shader / Texture

This suit is covered by little diamonds with this type of shading and details -



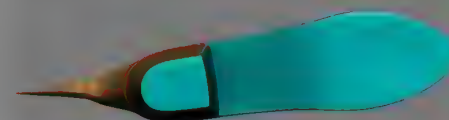
Here an example of a beautiful shade of intense black to have in the golden shader



LBS 300 PROO ALLIANCE



Sole's view 4



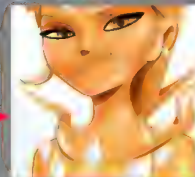
Back Views 3D turn

For the rest of the All Suit and hair -
Shiny Gold shading with specular asperities, same shading than "Queen Style"

MIRACULOUS LB218 Style Queen



Shiny Gold shading - Color



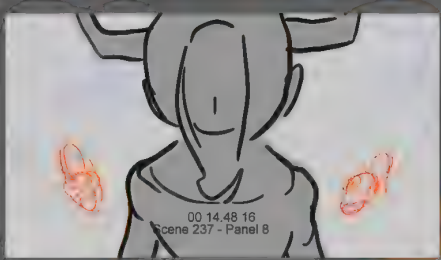
Concept Ref

Only for Shading
and Texturing Ref

Miraculous
Tales of Ladybug & Cat Noir

07/05/21

LBS_511_CH001_SOLE_DESTROYER



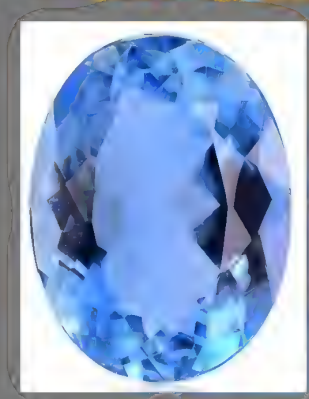
Storyboard View



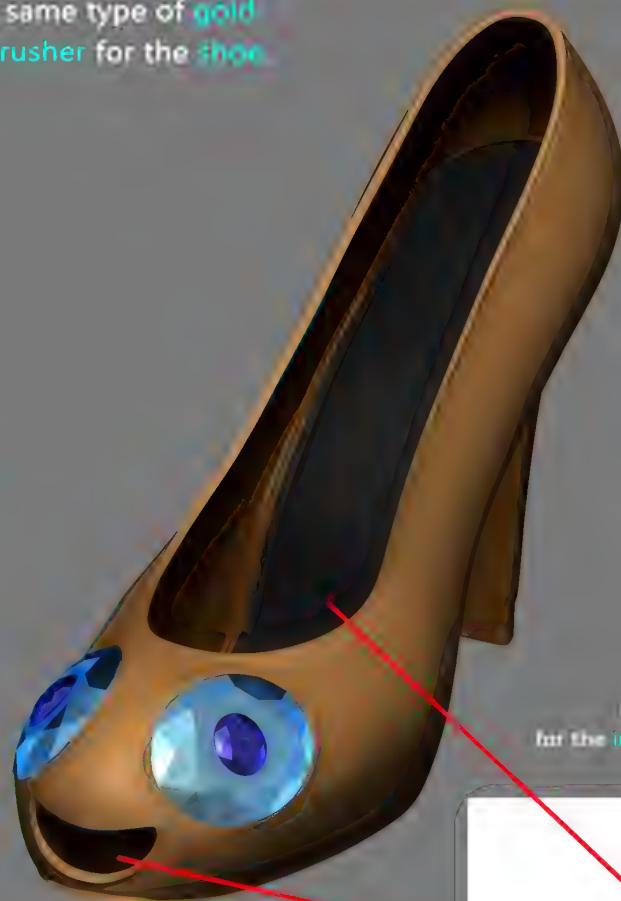
Size's ref



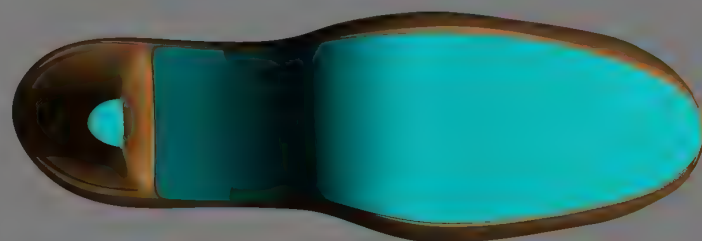
Apply the same type of gold like sole crusher for the shoe



Use classic gemstones for the eyes



Use the same type of leather for the interior of the mouth, interior of the shoe and the sole



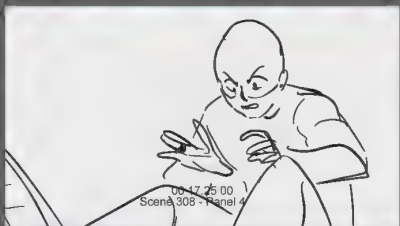
miraculous
Tales of Ladybug & Cat Noir

26/05/21 STATUT REAL :
RTK OK
LB5_511_CH005_HEEL



Reuse character

LB_511_CH006_MONARCH_WITH_LADYBUG_AND_CAT_MIRACULOUS



Storyboard View



Reuse model

LB_511_CH006_MONARCH_WITH_LADYBUG_AND_CAT_MIRACULOUS

Replace turtle ring by cat miraculous
activated mode



Ladybug miraculous :
activated mode



Miraculous
Tales of Ladybug & Cat Noir

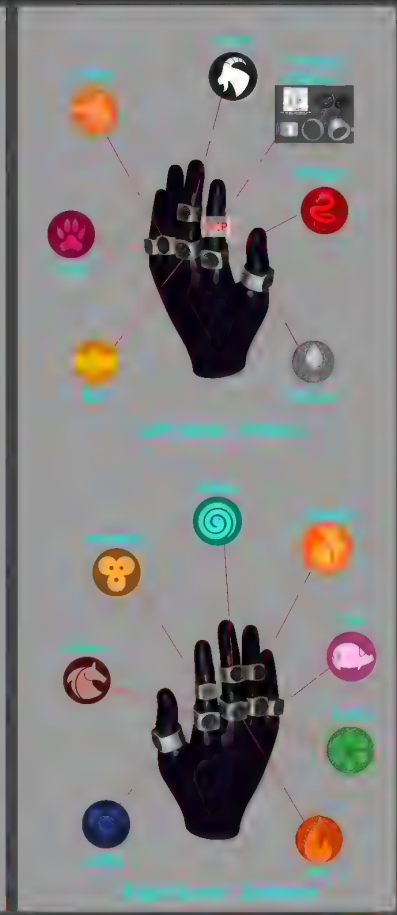
24/05/21 STATUT REAL :
RTK OK

LB5_511_CH006_MONARCH_WITH_LADYBUG
AND_CAT_MIRACULOUS



Only for Shading and Texturing Ref

11/01/2020
.B5_511_CH002_MONARBUG





Front Views 3D turn

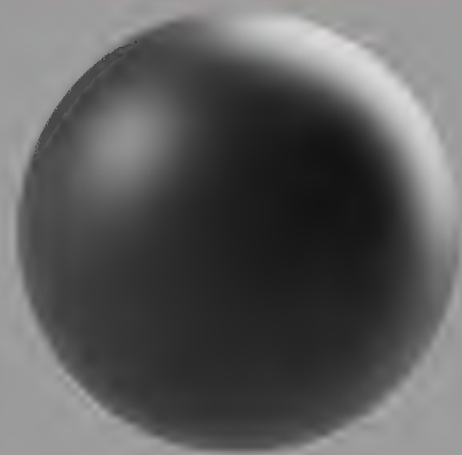


Back Views 3D turn

THE LADYBUG COSTUME IS MADE OF POLYURETHANE, TIGHT AND STRETCHY, WITH A POLYURETHANE PART FOR THE KNEES AND ELBOWS, WITH A LITTLE TIGHTENING AND A LITTLE STRETCHING.



Same type of **lace** and **roughness** for the suit and the helmet painted parts.



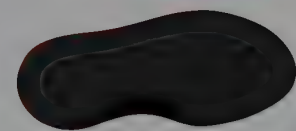
THE LADYBUG COSTUME IS MADE OF POLYURETHANE, TIGHT AND STRETCHY, WITH A POLYURETHANE PART FOR THE KNEES AND ELBOWS, WITH A LITTLE TIGHTENING AND A LITTLE STRETCHING.



The **hairs** are made of **wool** like on the picture.



There is a **large** **black** **circle** on the **back** of the **helmet** **part**.



Only for Shading
and Texturing Ref



08/06/2021

LB5_512_CH001_RYUKOMORI



Size's ref

Only for Shading
and Texturing Ref

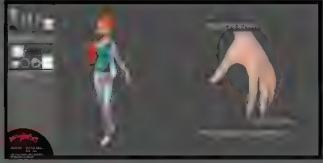


13/07/2021

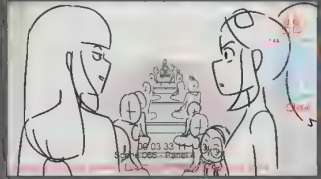
LB5_512_CH003_RYUKOMORI_ANGRY



Size's ref



Related character:
LB5_510_CH003_MISS_BUSTIER_PREGNANT_ALLIANCE



Storyboard View



Realistic reference
for the **shirt** and **pants** :



The Miraculous
Tales of Ladybug & Cat Noir

15/07/21 STATUT REAL :
RTK OK

LB5_512_CH004_MISS_BUSTIER_PREGNANT_YOGA_ALLIANCE



Both Walk closer Front Views 3D turn



Back Views 3D turn

27/07/2020
LBS_513_CH006_BOB_R0TH_DIVER_ALLIANCE

Only for Shading and Texturing Ref

Use the reference for the color of the shirt and the texture of the shirt. Use the same for the pants.

Reference for the strap.

Reference for the mask.

Reference for the fin.

Reference for the car.

Reference for the bags.

Reference for the shoe.

Reference for the gas cylinder.

Reference for the wetsuit.





Gold_Record - Bob Roth's size



Front Views 3D turn



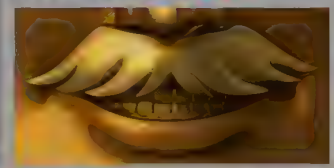
Back Views 3D turn

Only for Shading
and Texturing Ref



Use LBS 113 2000 with some shading
and change the shirt, pants.
Use the same 2D assets for the hair
and the mustache

The inside of the mouth
need to be in gold



Use the same type of gold
for the all character



Gold Shoe



Gold Record 2000 2000 2000



Front Views 3D turn



DarkHumor : Dark Cupid's size



Back Views 3D turn

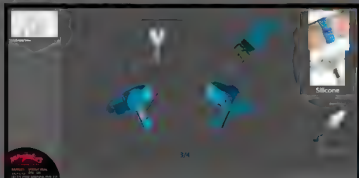


Only for Shading
and Texturing Ref



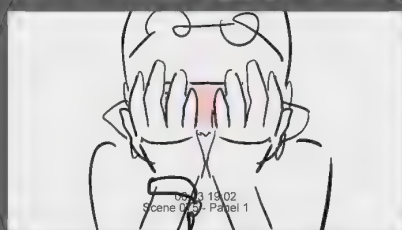
Reused character

LB4_400_CH018_MARINETTE_SWIMSUIT



Reused model

LB5_514_PR002_SWIMMING_POOL_KEY_BRACELET



Storybaord view

miraculous
Tales of Ladybug & Cat Noir

05/08/21

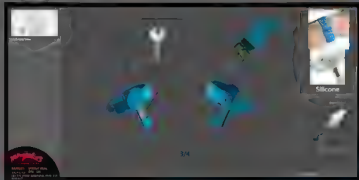
STATUT REAL :
RTK OK

LB5_514_CH004_MARINETTE_SWIMSUIT_
BRACELET

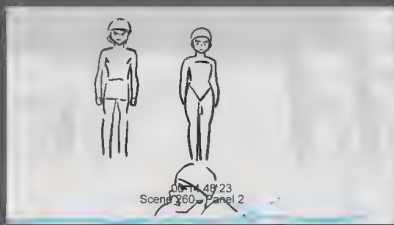




Reused character
LB4_400_ch017_adrien_swimsuit



Reused model
LB5_514_PRO02_SWIMMING_POOL_
KEY_BRACELET



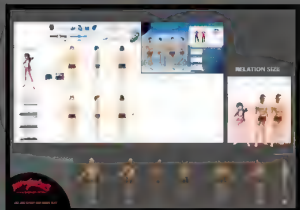
Storyboard view

Remove the nose clip
from LB4_400_ch017_adrien_swimsuit



Miraculous
Tales of Ladybug & Cat Noir

05/08/21 STATUT REAL :
RTK OK
LB5_514_CH005_ADRIEN_SWIMSUIT_CAP_
AND_BRACELE



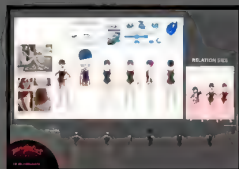
Reused character
LB2_200_CH021_KIM_SWIM_SUIT

Change the color of the clothes .



Miraculous
Tales of Ladybug & Cat Noir

04/08/21 STATUT REAL :
RTK OK
LB5_514_CH007_KIM_SWIMSUIT_YOUNGER



Revised character
LB2_200_ch020_ondine

Change the color of the clothes .



03/08/21 STATUT REAL :
RTK OK
LB5_514_CH008_ONDINE_YOUNGER



Revised character

LB5_514_CH022_MARINETTE_SWIMSUIT_YOUNGER



Storyboard view



09/08/21 STATUT REAL :
RTK OK
LB5_514_CH009_MARINETTE_SWIMSUIT_YOUNGER_NO_CAP



Reused character

LB_ch030_marinette_casual



LB3_300_ch025_marinette_
hair_detached



Back view



Miraculous
Tales of Ladybug & Cat Noir

04/08/21 STATUT REAL :
RTK OK

LB5_514_CH010_MARINETTE_
PYJAMA_YOUNGER



Revised character

LB_ch002_marinette



Change the hair
and use the same PFX process
for the (new) hair

Orange the color of the pants



miraculous
Tales of Spring & Cat Noir

02/08/21 STATUT REAL :
RTK OK

LB5_514_CH012_MARINETTE_YOUNGER



Selected character
LB_ch028_sabine

Change the color of the clothes .



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Tales of Ladybug & Cat Noir

03/08/21 STATUT REAL :
RTK OK

LB5_514_CH013_SABINE_YOUNGER



Rendered character
LB_ch010_sabrina

Change the color of the clothes



Miraculous
Tales of Spring and Cat Noir

03/08/21 STATUT REAL :
RTK OK
LB5_514_CH014_SABRINA_YOUNGER



Rendered Illustration
LB_ch012_max



Change the hair
and use the same PFX, because
for the new hair

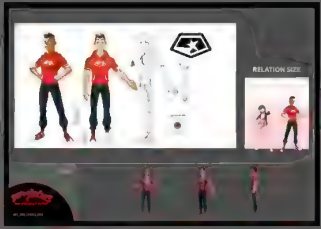
Change the color of the clothes
and adjust the length of the pants



miraculous
"Stories of Spring and Cat Noir"

04/08/21 STATUT REAL
RTK OK

LB5_514_CH015_MAX_YOUNGER



Reused character
LB_ch013_kim

Change the color of the clothes .



03/08/21 STATUT REAL :
RTK OK
LB5_514_CH016_KIM_YOUNGER



Reused character

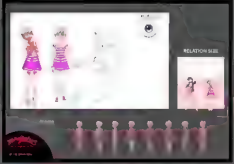
LB_ch016_nathaniel

Change the color of the clothes .



miraculous
Tales of Ladybug & Cat Noir

03/08/21 STATUT REAL :
RTK OK
LB5_514_CH017_NATHANIEL_YOUNGER



Selected character:
LB_ch014_rose

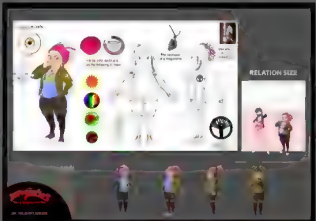


Change the hair
and use the same PFX process
for the new hair



miraculous
Tales of Spring and Cat Noir

02/08/21 STATUT REAL :
RTK OK
LB5_514_CH018_ROSE_YOUNGER



Reused character

LB_ch017_mylene

Change the color of the clothes .



Miraculous
Tales of Ladybug & Cat Noir

03/08/21 STATUT REAL :
RTK OK
LB5_514_CH020_MYLENE_YOUNGER



Reused character

LB5_504_CH016_SOCQUELINE

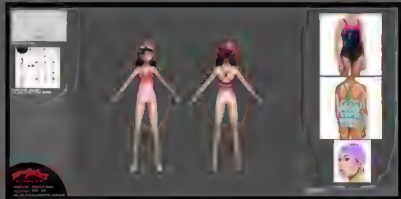
Change the color of the clothes .



Miraculous
Tales of Ladybug & Cat Noir

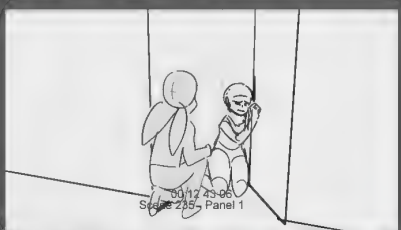
04/08/21 STATUT REAL :
RTK OK

LB5_514_CH021_SOCQUELINE_YOUNGER

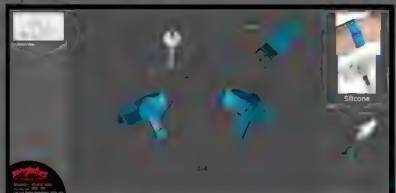


Reused character

LB4_400_CH018_MARINETTE_SWIMSUIT



Storyboard view



Reused model :

LB5_514_PRO02_SWIMMING_POOL_
KEY_BRACELET

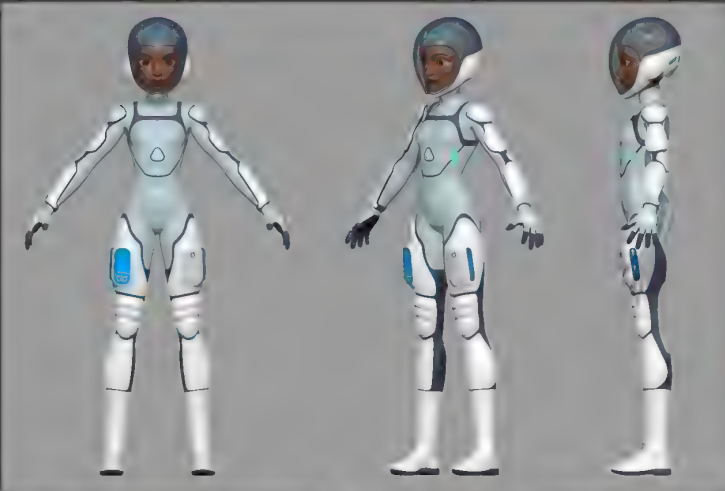
Change the back of the hair
and the colors of the swimsuit.



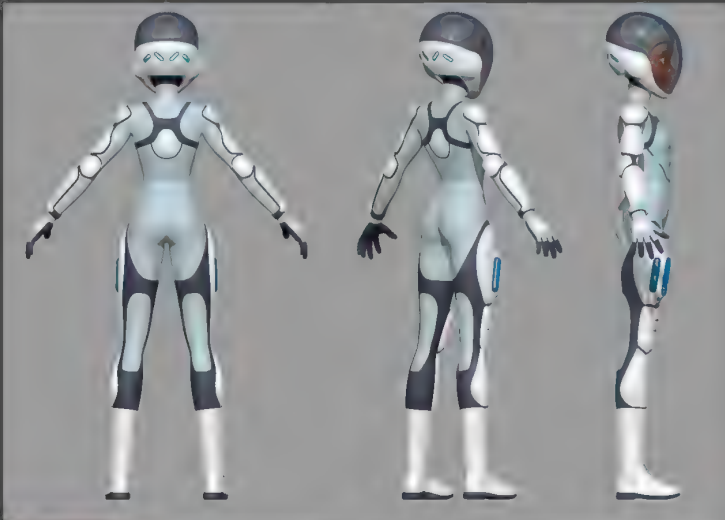
miraculous
Tales of Ladybug & Cat Noir

06/08/21 STATUT REAL :
RTK OK

LB5_514_CH022_MARINETTE_SWIMSUIT_
YOUNGER



Front Views 3D turn



Back Views 3D turn

Reuse the **ib03_000_ch007_claudie** PFX of **ib03_000_ch007_claudie** without helmet coming in the suit



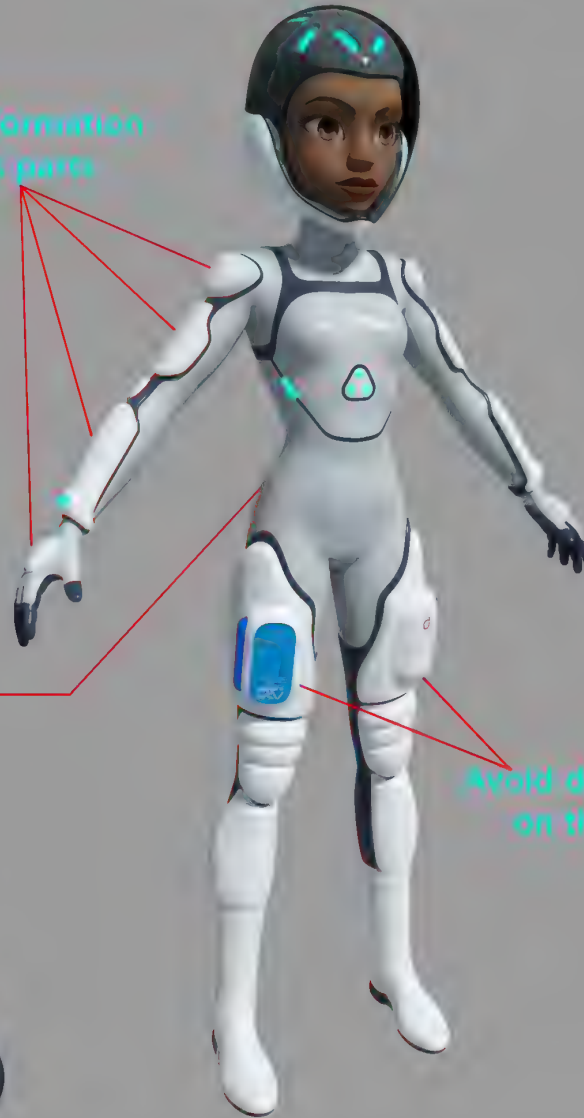
Reuse the **ib03_000_ch007_claudie** PFX of **ib03_000_ch007_claudie** without helmet coming in the suit



Reuse the **ib03_000_ch007_claudie** PFX of **ib03_000_ch007_claudie** without helmet coming in the suit



Avoid deformation on this parts



Avoid deformation on this parts

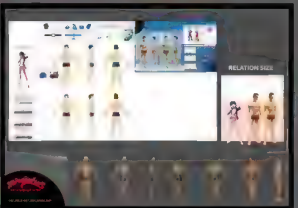
Reuse **ib03_000_ch007_claudie** PFX Without helmet





Reuse character

LB5_515_CH023_KIM_ALLIANCE



Reuse character

LB2_200_CH021_KIM_SWIM

Reuse the top part of
LB5_515_CH023_KIM_ALLIANCE



Reuse the bottom part of
LB2_200_CH021_KIM_SWIM



miraculous
Tissage Tissage & Cie

20/09/21 STATUT REAL :
RTK OK
LB5_515_CH023_KIM_ALLIANCE
CLOTHES_SWIM_SUI

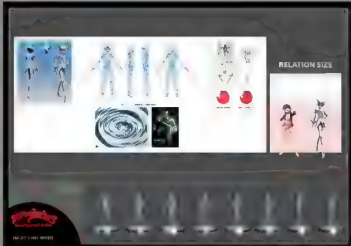


Riposte Prime : Riposte's size

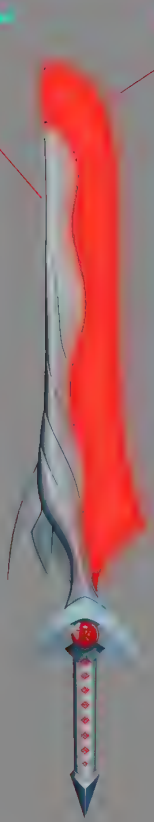
Front Views 3D turn



Back Views 3D turn

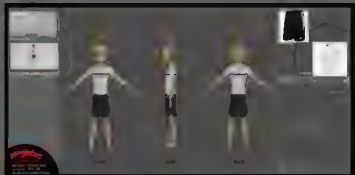


Reuse LB5_516_ch001_riposte and change her sword by her right hand



The sword part is a base





Reused character:
LB4_400_CH014_adrien_pyjama



Reuse model:
lb3_223_pr008_madnetette_slippers
Adjust the size and shape.
Change the color



Miraculous
Tales of Ladybug & Cat Noir

02/11/21 STATUT REAL :
RTK OK

LB5_516_CH002_ADRIEN_PYJAMA_SLIPPERS



Reuse character
 LB5_507_CH004_SABRINA_ALLIANCE
 Change the colors to make her purple like in episode 124_Antibug



Model reuse
 LB_P265_Roger_Whistle
 Adjust the rope and change its color to purple



When she is invisible



Violet version



Put the character in the scene in compositing



Transparent version



Optical distortion like in the ANTIBUG episode





Front Views 3D turn



Back Views 3D turn



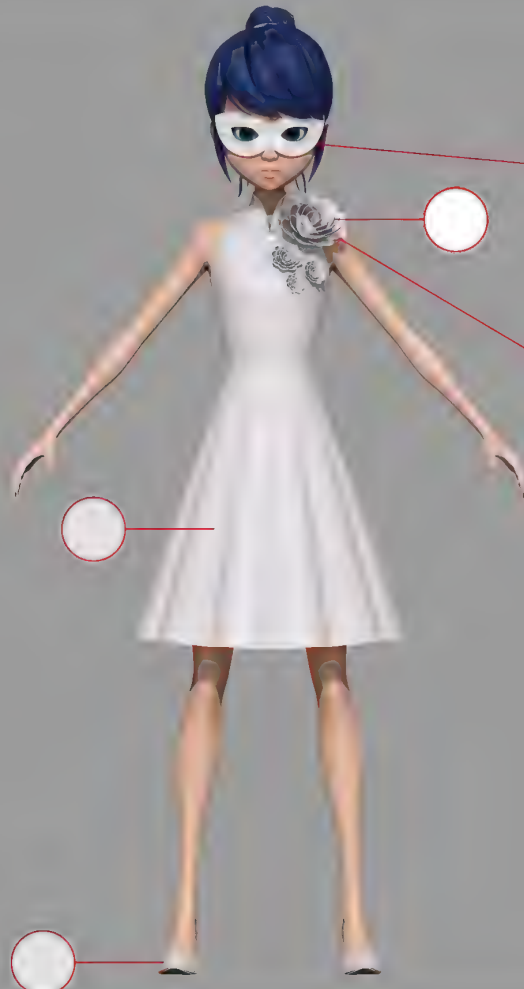
Use the same type of...



Using the same...



Use the same...



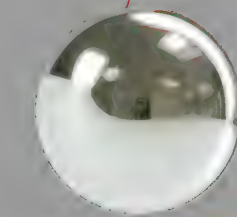
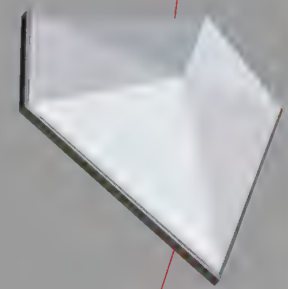
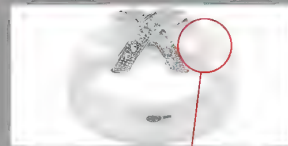
Use the same type of...



Use the same type of...



Use the same type of...



Use the same type of...

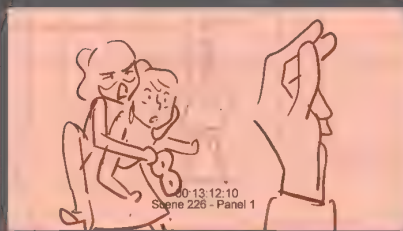


01/10/2021

LBS_518_CH002_MARINETTE_PARTY_DRESS_MASK



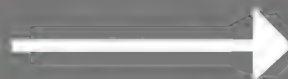
Reused character
LB5_518_CH002_MARINETTE_PARTY_
DRESS_MASK



Storyboard view



Remove mask



Miraculous
Tales of Ladybug & Cat Noir

01/10/21 STATUT REAL :
RTK OK

LB5_518_CH015_MARINETTE_PARTY_DRESS



Front Views 3D turn

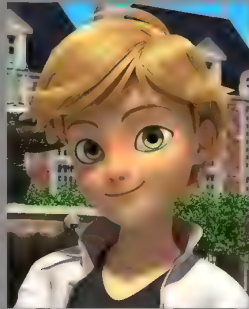


Back Views 3D turn



Only for Shading
and Texturing Ref

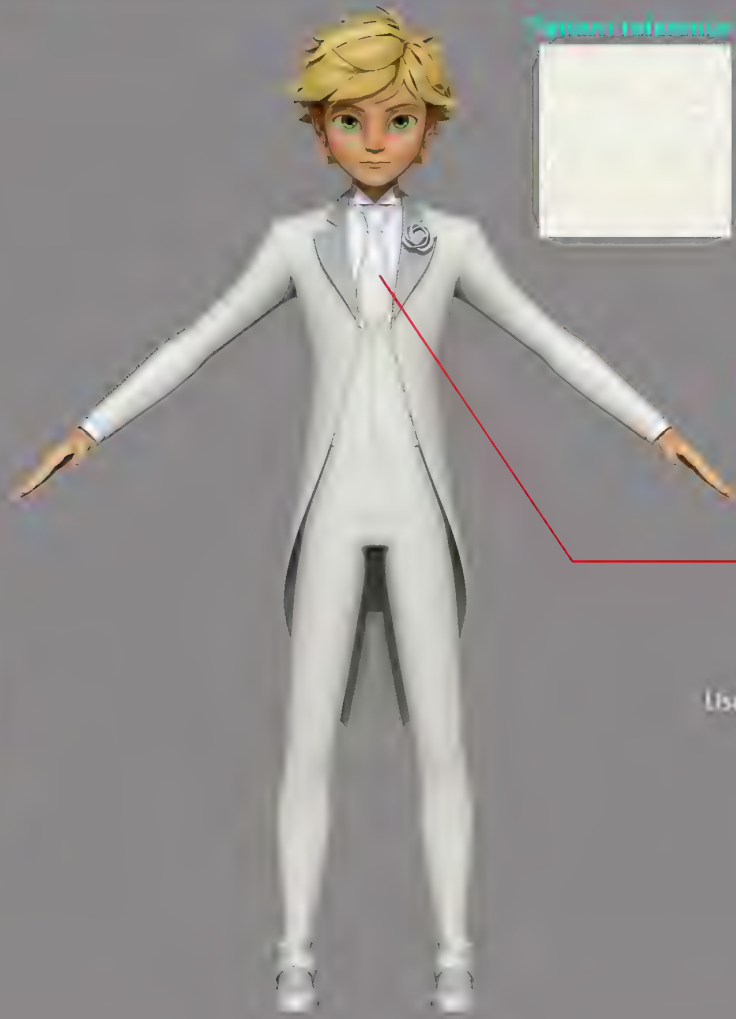
Reuse Adrien's PBR and facial maps



Use the same type of fabric for the shirt



Side view



Texture reference



Use a better cluster for the flower



Use the same type of fabric for the shirt



Use the same type of fabric for the shirt





Reused character
LB5_518_CH008_ADRIEN_PARTY_DRESS_
PEACOCK_MIRACULOUS



Storyboard view



Reuse model
LB4_426_pr026_peacock_
miraculous_camouflage_felt



Remove tie



miraculous
Tales of Ladybug & Cat Noir

14/10/21 STATUT REAL :
RTK OK

LB5_518_CH016_ADRIEN_PARTY_
DRESS_PEACOCK_MIRACULOUS_NO_TIE



Reused character
LB5_518_CH016_ADRIEN_PARTY_
DRESS_PEA Cock_MIRACULOUS_NO_TIE

Change Adrien's hair with Felix's hair



miraculous
Tales of Ladybug & Cat Noir

15/10/21 STATUT REAL :
RTK OK

LB5_518_CH018_FELIX_PARTY_DRESS_
PEACOCK_MIRACULOUS_NO_TIE



Reused character
LB5_506_ch024_chloe_alliance



Storyboard view



Reused LB5_518_CH002_MARINETTE_PARTY_DRESS_MASK
dress, shoes and mask.
Adjust if not fit chloe's proportions.
Adjust the position of the flowers and the brooch

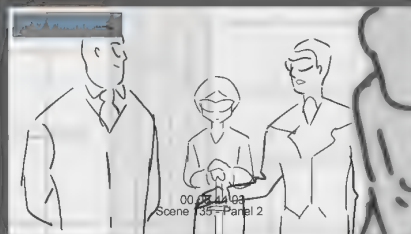


Miraculous
Tales of Ladybug & Cat Noir

20/10/21 STATUT REAL :
RTK OK
LB5_518_CH004_CHLOE_PARTY_DRESS_
MASK_ALLIANCE



Reused character
LBS_500_ch001_gabriel_new_suit_alliance



Storyboard view

Reuse the mask from
LBS_518_CH003_GABRIEL_PARTY_DRESS_MASK
and add lens.

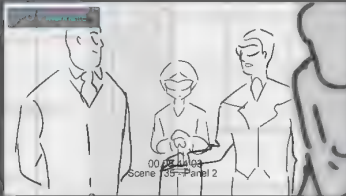


Miraculous
Tales of Ladybug & Cat Noir

18/10/21 STATUT REAL :
RTK OK
LBS_518_CH003_GABRIEL_PARTY_
DRESS_MASK_ALLIANCE



Revised character
LB5_502_11002_PRT_Maskup_01000



Storyboard view

Reset the mask from
the 2nd panel, maintain the 1st panel's mask
and add a new

Change the mask of the mask, the index, the new eye
and generate the top part



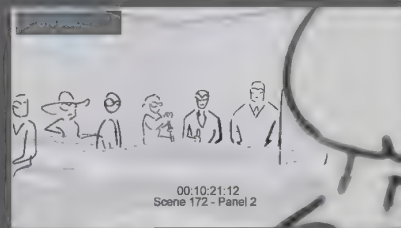
miraculous
Tales of Ladybug & Cat Noir

18/10/21 STATUT REAL :
RTK OK

LB5_518_CH007_MS_TSURUGI_PARTY_
DRESS_MASK_ALLIANCE

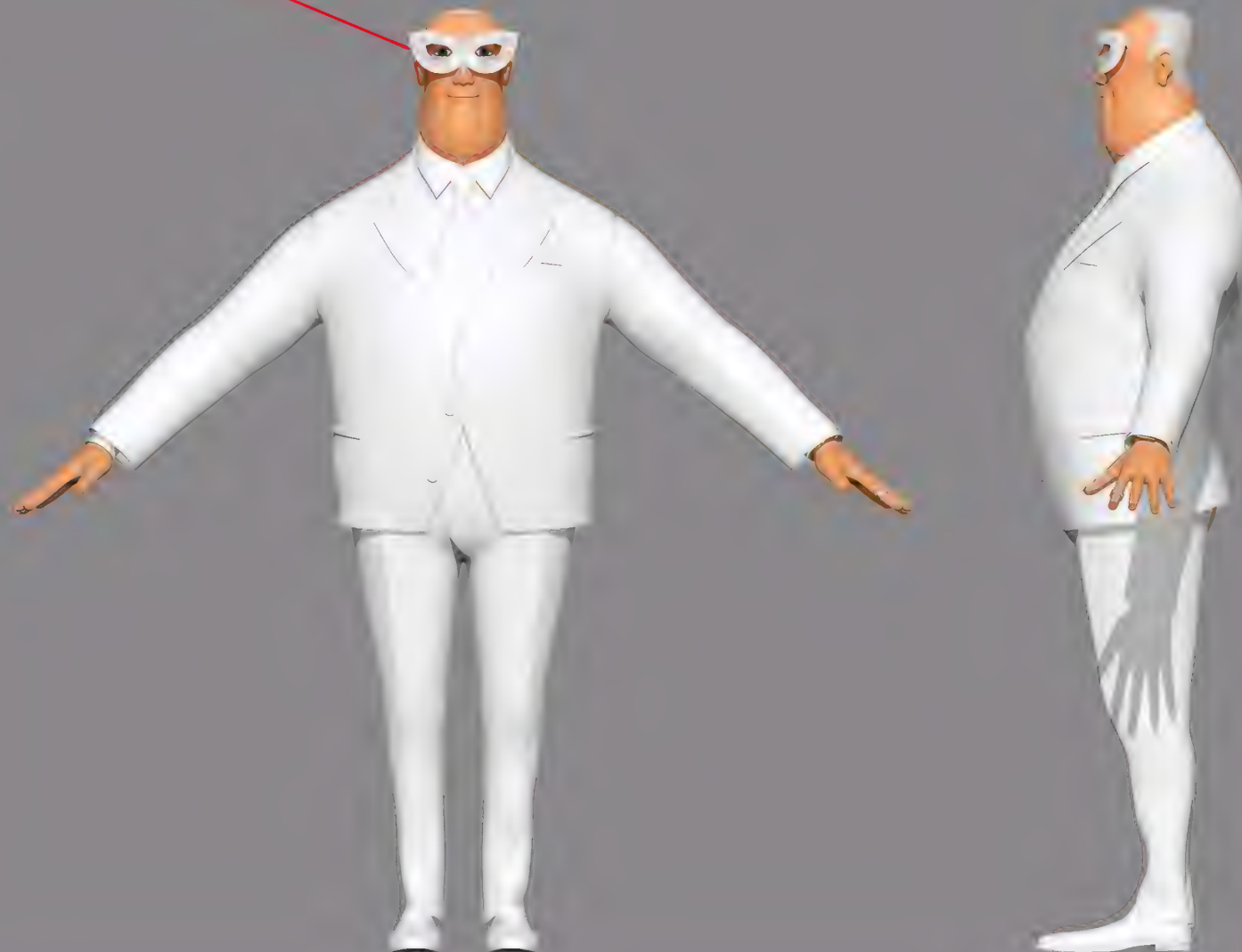


Reused character
LB5_505_010_mr_andre_bourgeois_allyance



Storyboard view

Reuse the mask from
LB5_518_CH002_MARINETTE_PARTY_DRESS_MASK



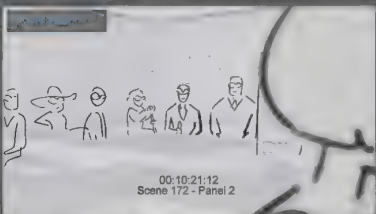
Miraculous
Tales of Ladybug & Cat Noir

19/10/21 STATUT REAL :
RTK OK

LB5_518_CH005_MR_ANDRE_BOURGEOIS_
PARTY_DRESS_MASK_ALLIANCE



Reused character:
LB5_518_ch017_mme_audrey_bourgeois.
alliance



Storyboard view

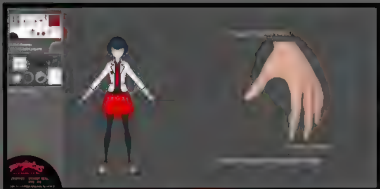
Reuse the mask from
LB5_518_CH006_MME_AUDREY_BOURGEOIS_PARTY_DRESS_MASK_ALLIANCE



miraculous
Tales of Ladybug & Cat Noir

19/10/21 STATUT REAL :
RTK OK

LB5_518_CH006_MME_AUDREY.
BOURGEOIS_PARTY_DRESS_MASK_ALLIANCE



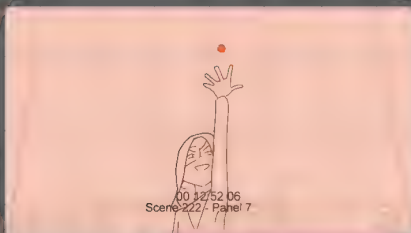
Reused character
LB5_506_ch022_kagami_alliance



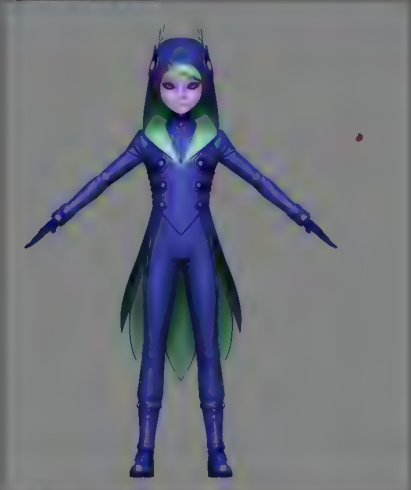
Reuse the dress, flowers, brooch and shoes from
LB5_518_CH002_MARINETTE_PARTY_DRESS_MASK
and change the colors



19/10/21 STATUT REAL :
RTK OK
LB5_518_CH009_KAGAMI_PARTY_DRESS_
ALLIANCE

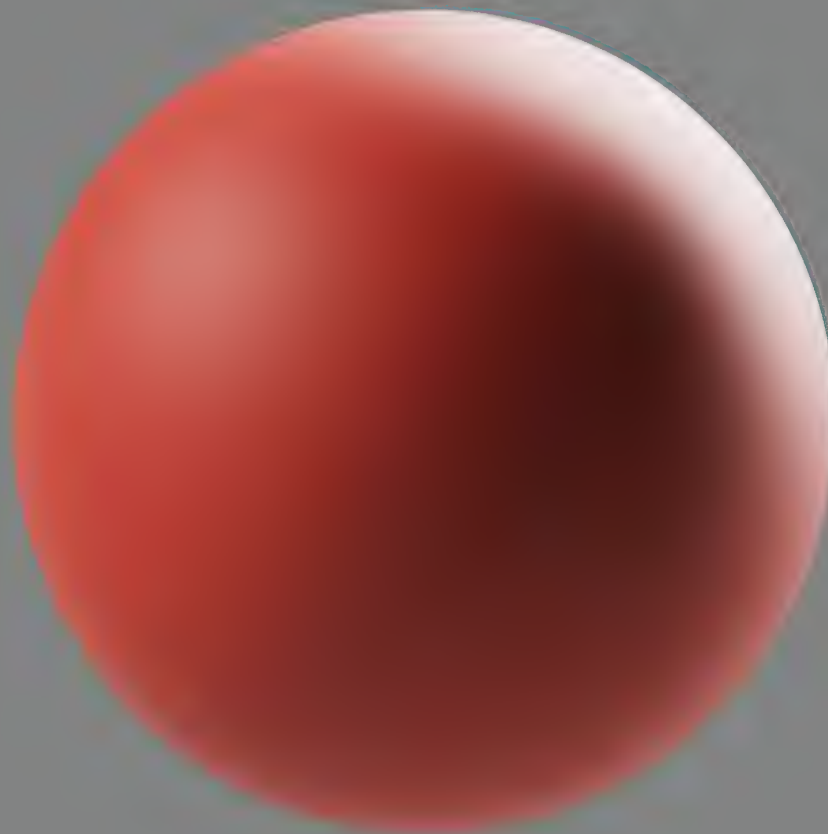


Storyboard view

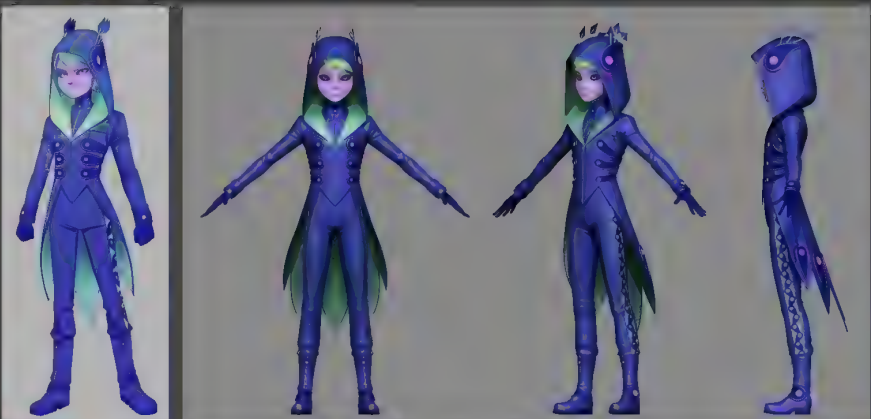


Ref size

Create a sphere with the same shader



21/10/21 STATUT REAL :
RTK OK
LB5_518_CH011_RED_MOON_
SENTIMONSTER



Argos : Felix's size
Front Views 3D turn



Back Views 3D turn

Only for Shading and Texturing Ref

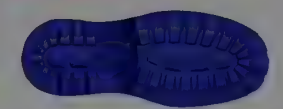
Use the **texture** and **color** of Felix and use the **same type**



Use the same **type of texture** for the **hood** and **cape**



Use the same **type of texture** for the **hood**



Reuse the **same texture** for the **hood** and **cape**



Reuse the **same texture** for the **hood** and **cape**



Use the same **type of texture** for the **hood** and **cape**



Use the same **type of texture** for the **hood** and **cape**





Front Views 3D turn



Back Views 3D turn



Front View 3D turn of the character. The character is a red, stylized figure with a pointed head and a sword.



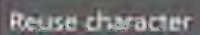
Back View 3D turn of the horse. The horse is a red, stylized horse with a black mane and tail, and a white saddle.



16/09/21

LAB_519_CH001_MATAGI_GOREN

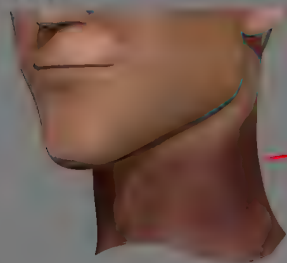
Only for Shading and Texturing Ref



LE 500 400 300 200 100 0



The **character** need to be able
to roll up his **sleeves**
to see the **marks** made by **cataclysm**



17/09/21 STATUT REAL :
RTK OK
LB5_519_CH011_GABRIEL_NEW_SUIT_
ALLIANCE_PHASE_03



Storyboard View

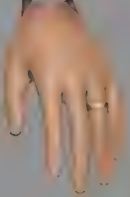


Storyboard View



07/09/21 STATUT REAL :
RTK OK
LBS_519_CH002_GABRIEL_ARM_
CATACLYSMED_PHASE_03_BARE_CHESTED

Send the modelling files
by the 15th June



THANK YOU



Reuse character

LB5_500_CH001_gabriel_new_suit_alliance



Keep the wedding ring
which was on the glove and leave it on the hand.
It should not be removed



miraculous
Tales of Ladybug & Cat Noir

17/11/21 STATUT REAL :
RTK OK

LB5_521_CH002_GABRIEL_NEW_SUIT_
NO_LEFT_GLOVE_PHASE_04



Reuse characters

LB5_519_ch011_gabriel_new_suit_
alliance_phase_03

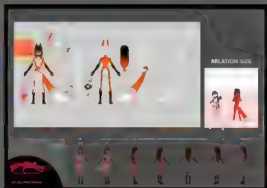
LB5_521_ch002_gabriel_new_suit_
no_left_glove_phase_04



Mincentis
Tales of Technology & Cat Noir

21/02/22 STATUT REAL :
RTK OK

LB5_522_CH002_GABRIEL_NEW_SUIT_
ARM_NO_LEFT_GLOVE_PHASE_04



Revised 2/10/21
 LB_ch099_voipina
 Remove necklace and change colors



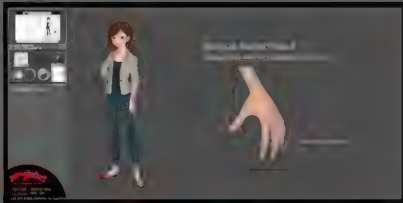
Revised 10/21
 LB5_502_pr022_alliance



Back's view



21/09/21 STATUT REAL :
 RTK OK
 LB5_520_CH001_INFOX



Reuse character

LB5_500_ex026_woman_fa_alliance



Reuse

LB4_400_ex029_teenage_girl_12b's
hair. Adjust the size and change
the color

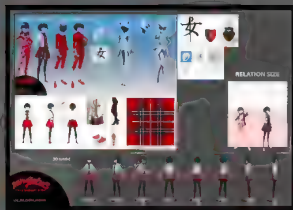
Change the color of the shirt, the vest and the shoes



miraculous
Tales of Ladybug & Cat Noir

07/12/21 STATUT REAL :
RTK OK

LB5_520_CH002_LILA_MOTHER_03_
ALLIANCE



Reuse character

LB2_300_ch004_kagami

Change the color of her clothes to white



Miraculous
Tales of Ladybug & Cat Noir

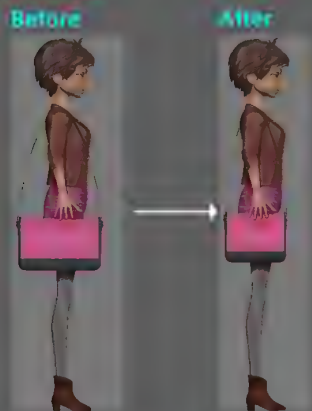
06/12/21 STATUT REAL :
RTK OK
LB5_520_CH003_KAGAMI_WHITE_SUIT



Reused character
LB_CH03_Ma



Reuse model
LB_p014_aeriebag_pink
Adjust the size



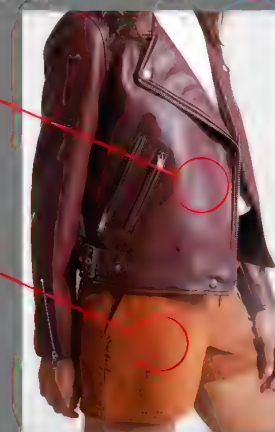
Change the color of
the eyes to brown



Use the same PFX process than Lila
for the new hair



Use the same type of leather for the jacket
and the same type of fabric for the clothes



Keep the same textures
for the other parts
of the model.

miraculous
Tales of Ladybug & Cat Noir

18/11/21 STATUT REAL :
RTK OK
LB5_521_CH003_LILA_SHORT_HAIR_CERISE



Gisele Front Views 3D turn



Back Views 3D turn

Only for Shading and Texturing Ref

Use the same PFX as LB3_327_ch018_aeon for the hair



Use the same type of leather for the shoes



Sole view :



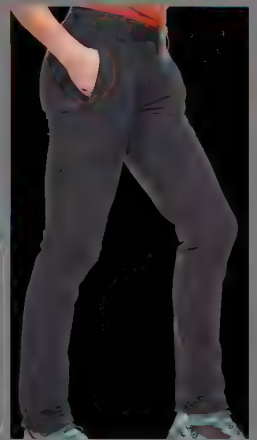
Use the same type of leather for the jacket



Use the same type of fabric for the top



Use the same type of texture for the pants



Use the same type of metal for the buckle and the same type of leather for the belt





MISS_SANS_CULOTTE : Miss Bustier's size Front Views 3D turn



Back Views 3D turn

Only for Shading and Texturing Ref

31/11/21
185_522_CH001_MISS_SANS_CULOTTE

Use the same texture for the helmet
Use the same texture for the chain
Use the same texture for the belt



Use the same texture for the eyes



Use the same texture for the belt
Use the same texture for the chain



Sole view



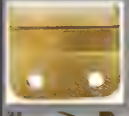
shiny gold for the chain



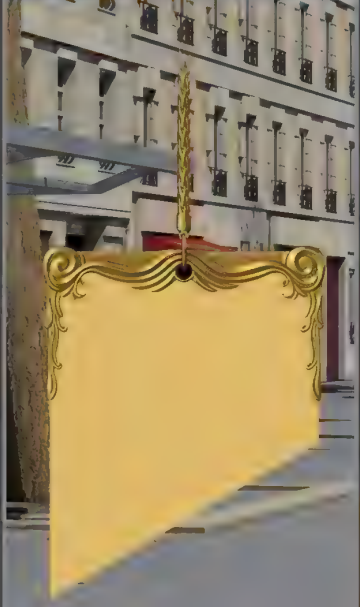
Use the same texture for the chain
Use the same texture for the belt



Use the same texture for the belt
Use the same texture for the chain



Use the same texture for the helmet
Use the same texture for the chain

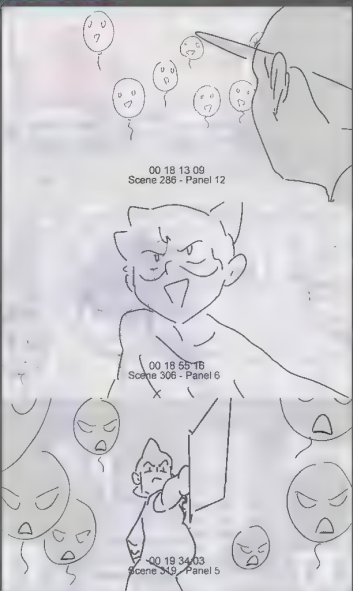


Use the same texture for the helmet
Use the same texture for the chain





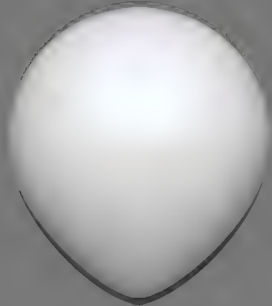
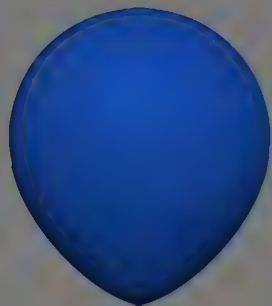
Reuse model
lb2_203_pr003_balloon
They are three versions
of the same balloon with
different colors



Storyboard's view

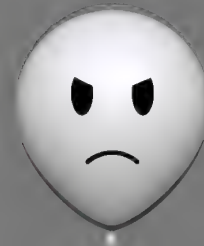
Miraculous
Tales of Spidey & Cat Noir

23/02/22 STATUT REAL :
RTK OK
LB5_522_CH009_BALLOON_HEAD

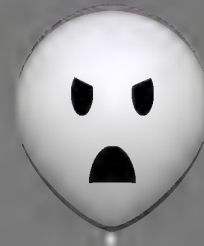


The balloons need to have
4 expressions

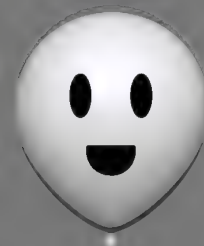
Neutral



Angry



Angry
Mouth open

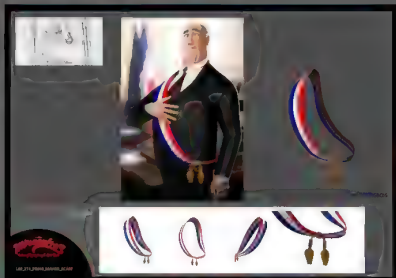


Mouth open



Reuse character

LB5_523_CH004_CHLOE_ALLIANCE_ EARPICE



Reused model

lb2_211_pr018_mayor_scarf

Side view :



Add the scarf



07/02/22 STATUT REAL :
RTK OK
LB5_523_CH003_CHLOE_ALLIANCE_ EARPICE_MAYOR_SCARF



Assigned character:
LB5_523_CH003_CHLOE_ALLIANCE_
Earpiece_MAYOR_SCARF
Readjust the scarf a bit
to fit the shape of the coat

Use **fur** for the fur on the coat.
You can also use LB2_225_ch001_mayura for reference.



Don't use **fur** for the fur
inside the boots. Use a simple texture



Rig the scarf.
It needs to be removable

Use the same type of leather
for the boots



Sole's view

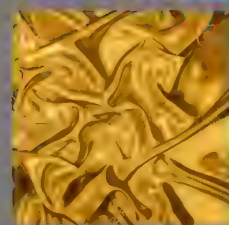


Same type of leather
for the gloves



Earpiece

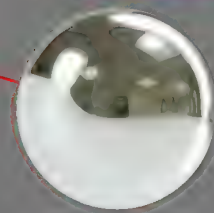
Use the same type of gold satin
for the boots



Use the same type of gold
for the coat's buttons



Use the same type of metal
for the boots's buttons

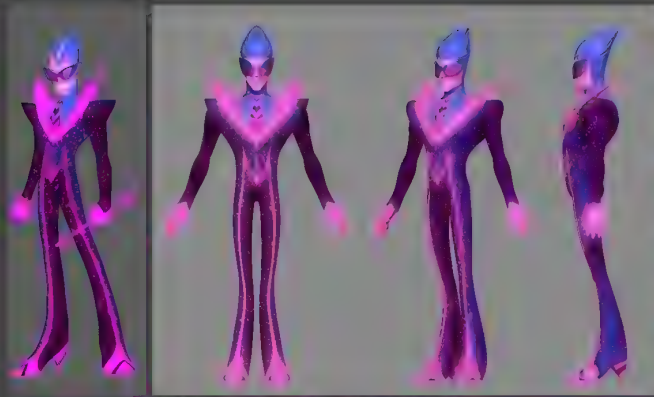


Minotaur
Fantasy Sporting & Cat Club

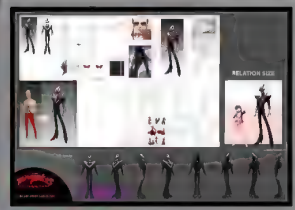
07/02/22 STATUT REAL

RTK OK

LB5_523_CH001_QUEEN_MAYOR



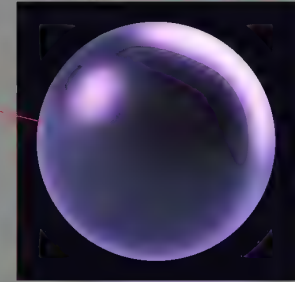
Nightormentor : Collector's size Front Views 3D turn



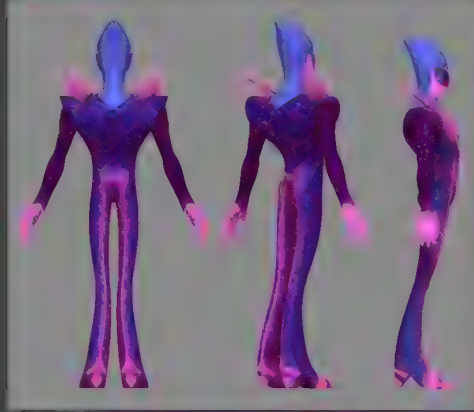
Character Refill 2
 Can only use EVA
 Reuse the shape of the EVA and change the color
 Use the same material for the EVA and the EVA
 Use the same material for the EVA and the EVA
 Change the shape of the EVA
 Change the color and material of the EVA
 and EVA and EVA



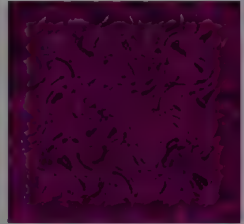
Use the same type of material
 with a different color for the EVA in EVA



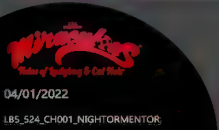
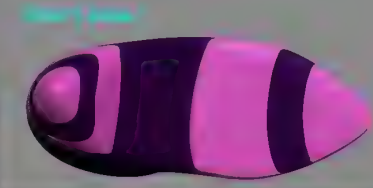
Every EVA part
 except EVA and EVA
 have a different color



Back Views 3D turn



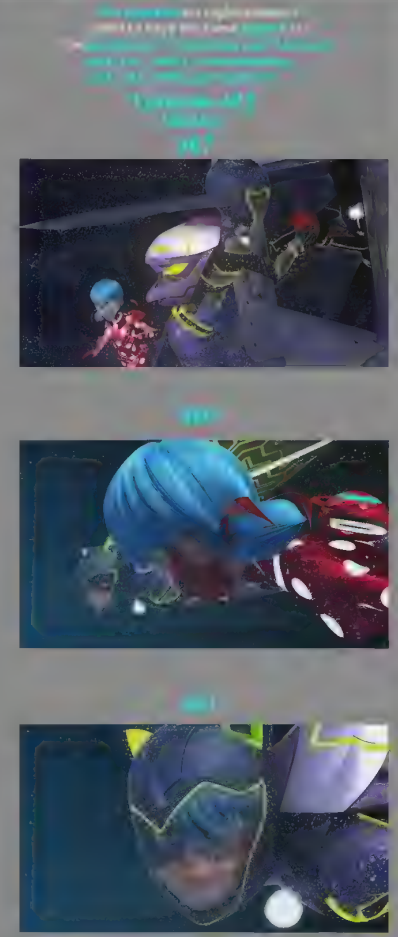
Use the same type of material
 with a different color for the EVA in EVA



04/01/2022

185_524_CH001_NIGHTORMENTOR

Only for Shading and Texturing Ref





Front Views 3D turn



Back Views 3D turn

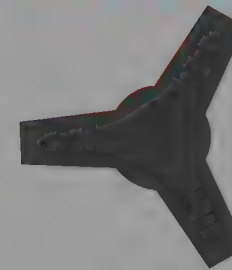
Realistic reference for the head and joints



Use the same material for the legs

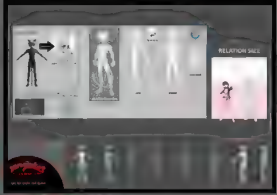


Create the feet's body



Big like covering all the eye





Reuse character
LB3_322_ch001_cat_blank
Change the colors



Miraculous
Tales of Ladybug & Cat Noir

27/09/21 STATUT REAL :
RTK OK

LB5_524_CH003_ANTICAT



Reuse character

LB5_524_CH005_MARINETTE_PARTY_DRESS



Header:

LB5_524_CH006_CROWN_PAMY_LIGHT

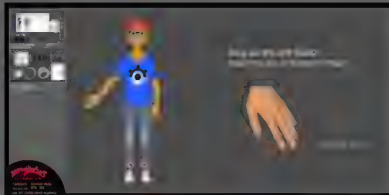
Adjust hair to avoid penetration



miraculous
Tales of Ladybug & Cat Noir

21/01/22

LB5_524_CH006_MARINETTE_PARTY_DRESS_CROWN



Reuse character

LB5_07_0002 (name, address)



Reuse:

LB5_524_PR014_CROWN_FAIRY_LIGHT
and adjust the size a bit



miraculous
Tales of Technology & Cool Kids

04/01/22

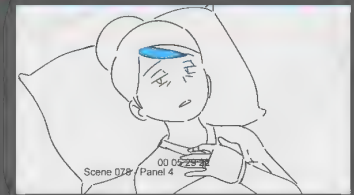
LB5_524_CH007_NINO_ALLIANCE_CROWN



Reuse character
LB4_400_ch004_nathalie_pyjama
Remove glasses



Reuse model
LB3_323_pi004_emilie_wedding_ring

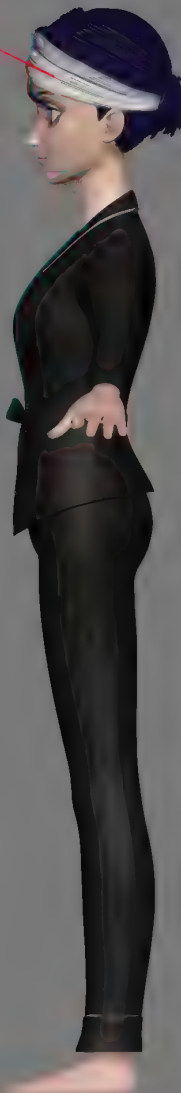


Storyboard View

Make her look sick like
LB5_507_ch005_emilie_agreste_sick_pyjama



Change the red part
of the hair to white





Reuse character

LB5_524_CH012_FELIX_ADRIEN_SUIT_001
in vista mode



Reuse model

LB5_524_CH012_FELIX_ADRIEN_SUIT_001
in vista mode



Reuse model

LB5_524_CH012_FELIX_ADRIEN_SUIT_001
in vista mode

Right hand view



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Tales of Ladybug & Cat Noir

04/01/22

LB5_524_CH012_FELIX_ADRIEN_SUIT_
MIRACULOUS_PEA Cock



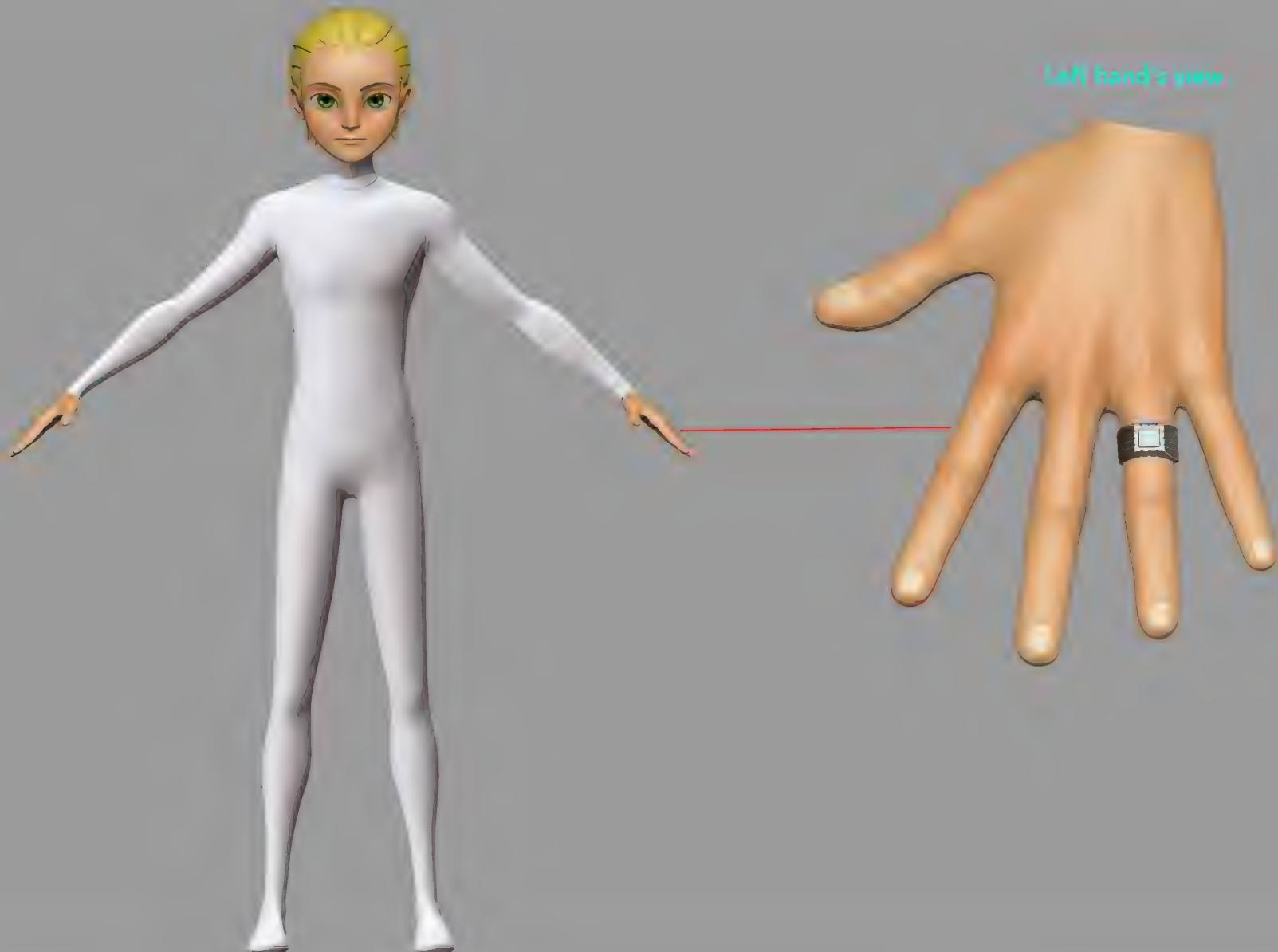
Reuse character

LB5_524_CH005_FELIX_BLANK_NO_MASK



Reuse model

LB3_323_PR016_FELIX_SIGNET_RING



Miraculous
Tales of Ladybug & Cat Noir

30/12/21

LB5_524_CH013_FELIX_BLANK_NO_MASK_
SIGNET_RING



Reuse character

LB5_524_CH015_FELIX_BLAKE_NCL_MASK



Reuse model

LB3_303_0002_agnestweddin
rings_gathered

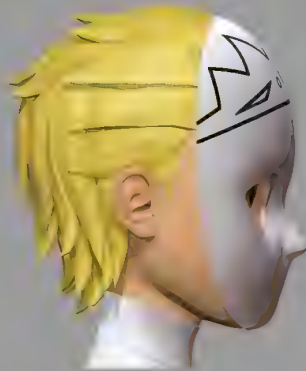
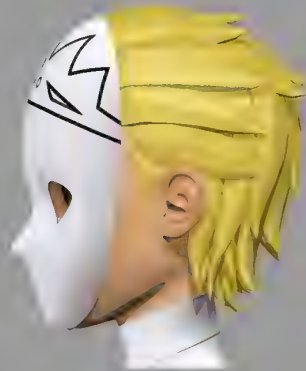


Reuse mask from :

LB5_524_CH015_KAGAME_BLAKE
MASK_QUEEN

Scale from 1 to 1.3

Left hand's view



Use the same type of material
to the model



Miraculous
Tales of Ladybug & Cat Noir

28/12/21

LB5_524_CH015_FELIX_BLAKE_NCL_MASK_KING



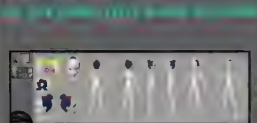
The **mask** and **braids** are made of the **same** texture picture



Use this same type of **texture** for the **mask**



Texture character



Texture mask and braids (Kagami)
LB5_524_CH018_KAGAMI_BLANK_PRINCESS_CURIOUS_CHILD

Flip the texture of the mask
Adjust the scale of the mask and braids from 1 to 1.13



28/12/21
LB5_524_CH017_FELIX_BLANK_PRINCESS_WISE_CHILD



Reuse character

LB5_524_ch026_felix_blank_pr_wise_young



Reuse model

LB5_524_ch016_kagami_blank_mask_queen

Reuse the mask and change the scale
from 1 to 1.13



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Tales of Ladybug & Cat Noir

03/01/22

LB5_524_CH030_FELIX_BLANK_PR_WISE_ADULT



THREE CHARACTER

Remove rings

Remove rings



Minaculous
Tales of Ladybug & Cat Noir

30/12/21

LB5_524_CH032_FELIX_BLANK_LORD_
WAR_SON



Reuse character

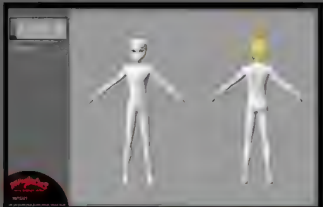
LB5_524_ch019_felix_blank_tailor_young



Minacutus
Tales of Ladybug & Cat Noir

30/12/21

LB5_524_CH039_FELIX_BLANK_TAILOR_YOUNG_NUDE



Reuse character

LB5_524_CH039_FELIX_BLANK_TAILOR_YOUNG_NUDE



left hand's view



miraculous
Tales of Ladybug & Cat Noir

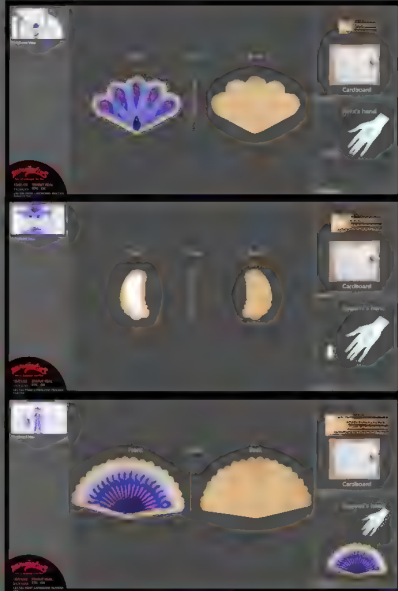
30/12/21

LB5_524_CH042_FELIX_BLANK_TAILOR_YOUNG_NUDE_HALF_RING



Reuse character

LB5_524_01037 lord_blankLord.yaz



LB5_524_01040 lordBlank_jacket.yaz

LB5_524_01040 lordBlank_jacket.yaz

LB5_524_01042 lordBlank_jacket.yaz

The parasol, the fan and the feather
are made in cardboard



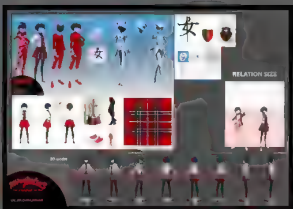
The patterns on the cardboard need
to look like it is hand painted.
It needs to have the same type of texture



miraculous
Tales of Ladybug & Cat Noir

03/01/22

LB5_524_CH029_FELIX_BLANK_LORD_PEACOCK



Reuse character

LB2_200_ch004_kagami

Reuse the face and the hands
with the **image**

Use the same **AVA** process for the **new**
foot

Shoe's view :



Use the same type of **image**
for the **new**



Miraculous
Tales of Ladybug & Cat Noir

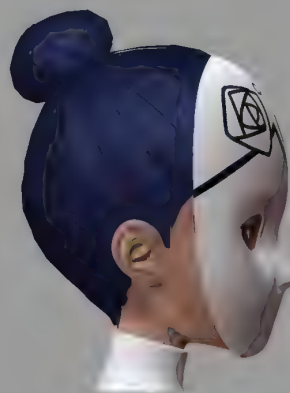
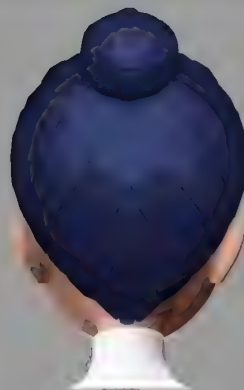
15/12/21 STATUT REAL :
RTK OK

LB5_524_CH014_KAGAMI_BLANK_
NO_MASK



Reuse character

LB5_524_ch014_kagami_blank_no_mask



Use the same type of **masking** for your **mask**



Miraculous
Tales of Ladybug & Cat Noir

16/12/21 STATUT REAL :
RTK OK

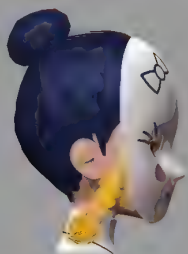
LB5_524_CH016_KAGAMI_BLANK_
MASK_QUEEN



The **body** is a mix of
like on the picture



Use the same system
for the



Use the same



Use the same

Use the same

Use the same

Use the same

Use the same

Use the same

Use the same

Use the same

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Princess of the
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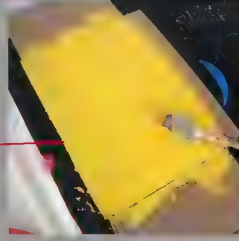
24/12/21

LBS_524_CH018_KAGAMI BLANK
PRINCESS_CURIOUS_CHILD



Stress character

11/11/21 10:00:00



17/12/21 STATUT REAL :
RTK OK
LB5_524_CH035_KAGAMI BLANK
MASK_PRINCESS_WISE_MARRIED

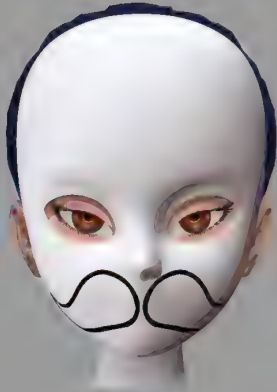


Reuse character
LB5_524_ch035_kagami_blank_mask_
princess_wise_married



Reuse model
LB3_323_pr016_felix_signet_ring
Adjust the size

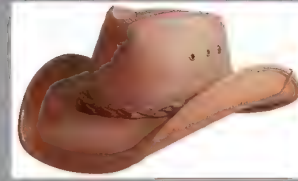
Remove top part of the hair
to avoid penetrations



Left Felix's hand



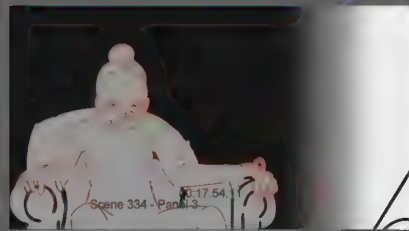
Add Felix's reference for the hat





Reuse character

LB5_524_ch036_kagami_blank_
lord_war_01



Storyboard's view

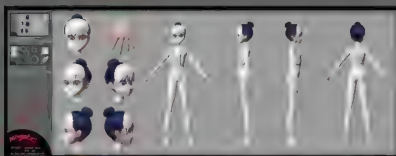
Remove hat



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21/12/21

LB5_524_CH038_KAGAMI_BLANK_LORD_WAR_02



Reuse character

LB5_524_ch021_kagami_blank_mask_
princess_curious_young



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17/12/21 STATUT REAL :
RTK OK

LB5_524_CH040_KAGAMI_BLANK_PR_
CURIOUS_YOUNG_NUDE



Reuse character

LB5_524_ch021_kagami_blank_mask_
princess_curious_young

Leave only one ring



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17/12/21 STATUT REAL :
RTK OK

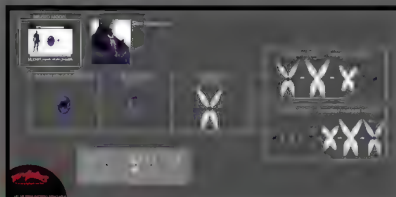
LB5_524_CH041_KAGAMI_BLANK_PR_CURIOUS_
YOUNG_HALF_RING



Reuse character
 LB5_524_CH016_GABRIEL_NEW_SUIT,
 ALLIANCE_2_WEDDING_RINGS
 Remove the scarf



Storyboard View



Reuse model
 LB_p018_hawk_brother
 in camo mode



Model reuse :
 LB5_523_p002_agreste_wedding_ rings_gathered



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16/12/21 STATUT REAL :
 RTK OK
 LB5_524_CH034_GABRIEL_NEW_SUIT_
 NO_SCARF_2_WEDDING_RINGS



Front Views 3D turn



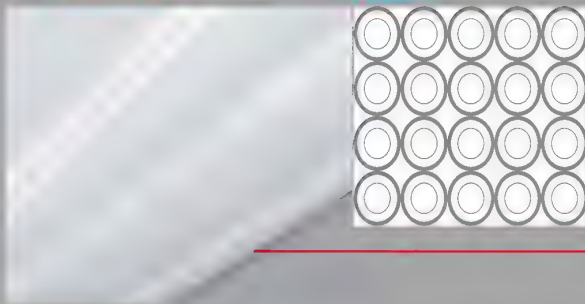
Back Views 3D turn

Only for Shading
and Texturing Ref

Use the same type of **shader**
with the same **roughness**
Chrome



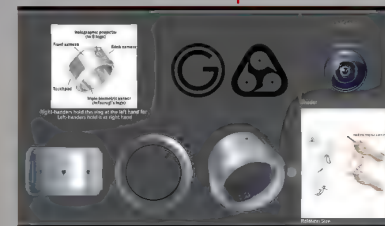
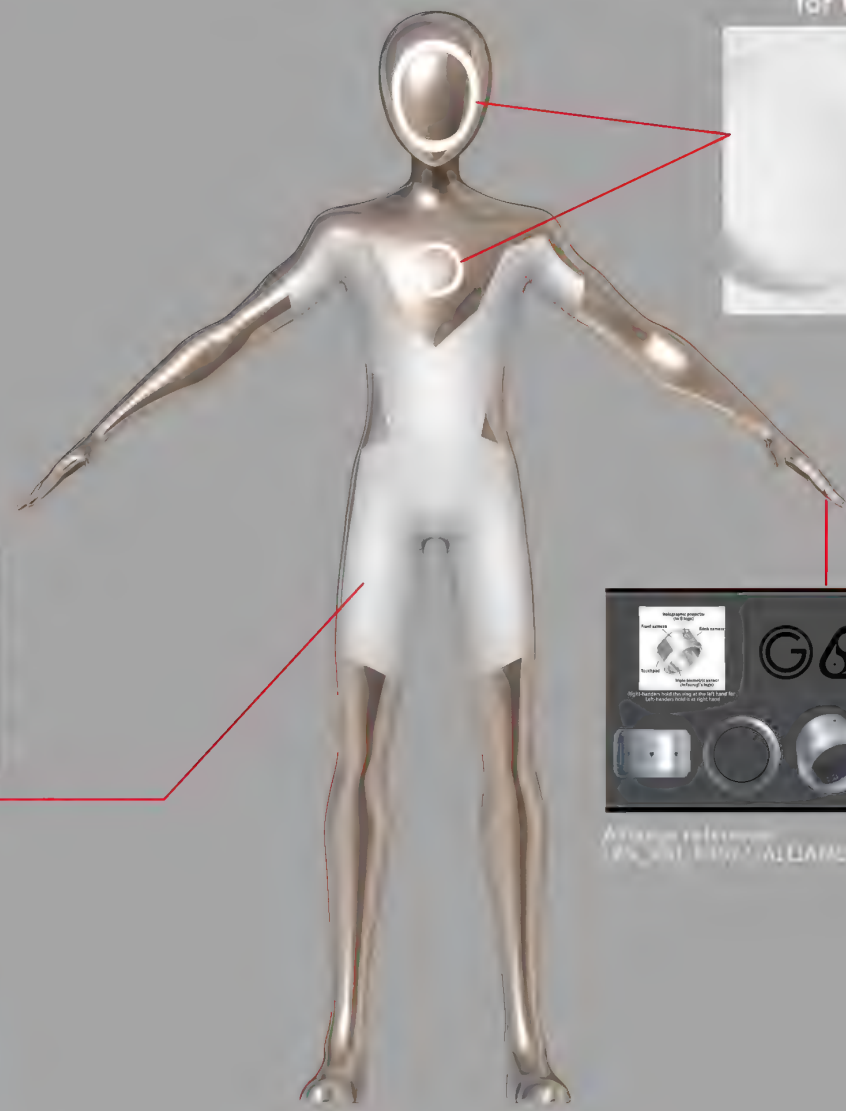
Apply the same type of **shader** texture
to the **chrome** **circle**



Scale view



Use the same type of **material**
for the **circle**



Various references
UNCOMMONAL EARS



Front Views 3D turn



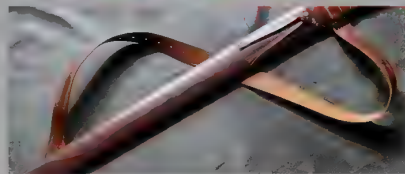
Back Views 3D turn

Only for Shading
and Texturing Ref

Realistic reference for the feather



Use the same type of leather
for the belt and waistband



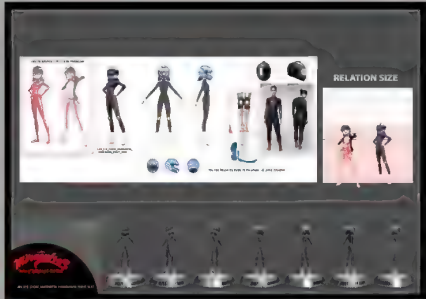
Use the same type of leather
for the knee and elbow joints



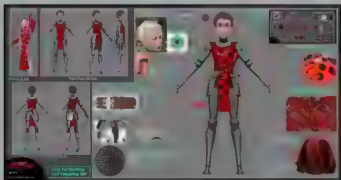
Use the same type of metal
for all the armor

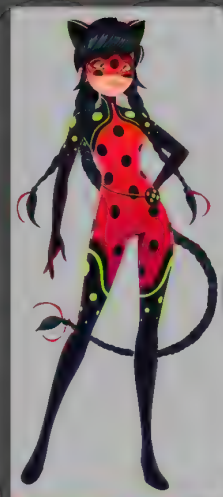


Reuse LB5_315_00002 marinette homemade fight suit's
head and helmet. Change the color of the helmet and apply
the same metal texture than the armor



Reuse LB5_315_00002 marinette homemade fight suit's
head and helmet





Ladynoire's size



Front Views 3D turn



Back Views 3D turn

Use Ladybug's hair map and texture.
Use the same process for PFX hair than Ladynoire for the new hair.

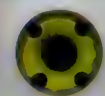
LBS_105_civilian_lady_noir



Use the same type of feather
Cat noir for the cat ears



Use the same type of feather



Use the same type of feather
Cat noir for the cat ears



Use the same type of feather



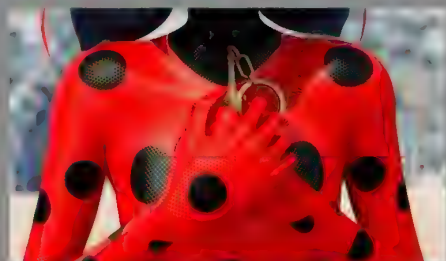
LBS_1003_mug in charged mode



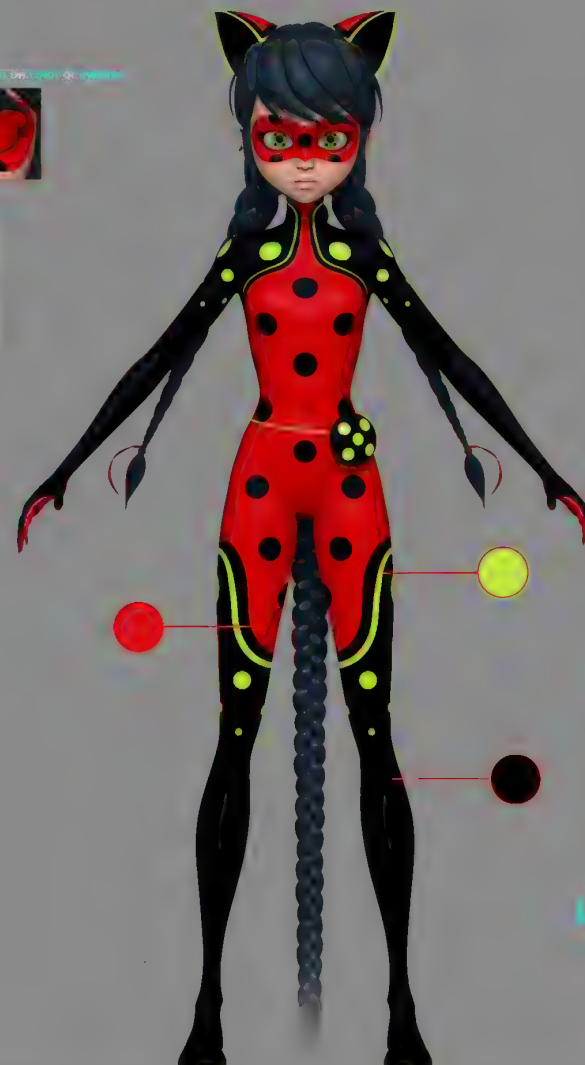
LBS_1001_mug in charged mode



Use the same pattern and slider
for the red part of the body
and for the mask.



Soles view



Only for Shading
and Texturing Ref

16/03/22

LBS_525_CH002_BUGNOIRE



Reuse character

LB5_500_ch002_monarch



Reuse left hand from

LB5_522_ch002_gamel_new_suit

arm_no_left_glove_phase_04

Adjust the size and change the color



Remove all the rings

miraculous
Tales of Ladybug & Cat Noir

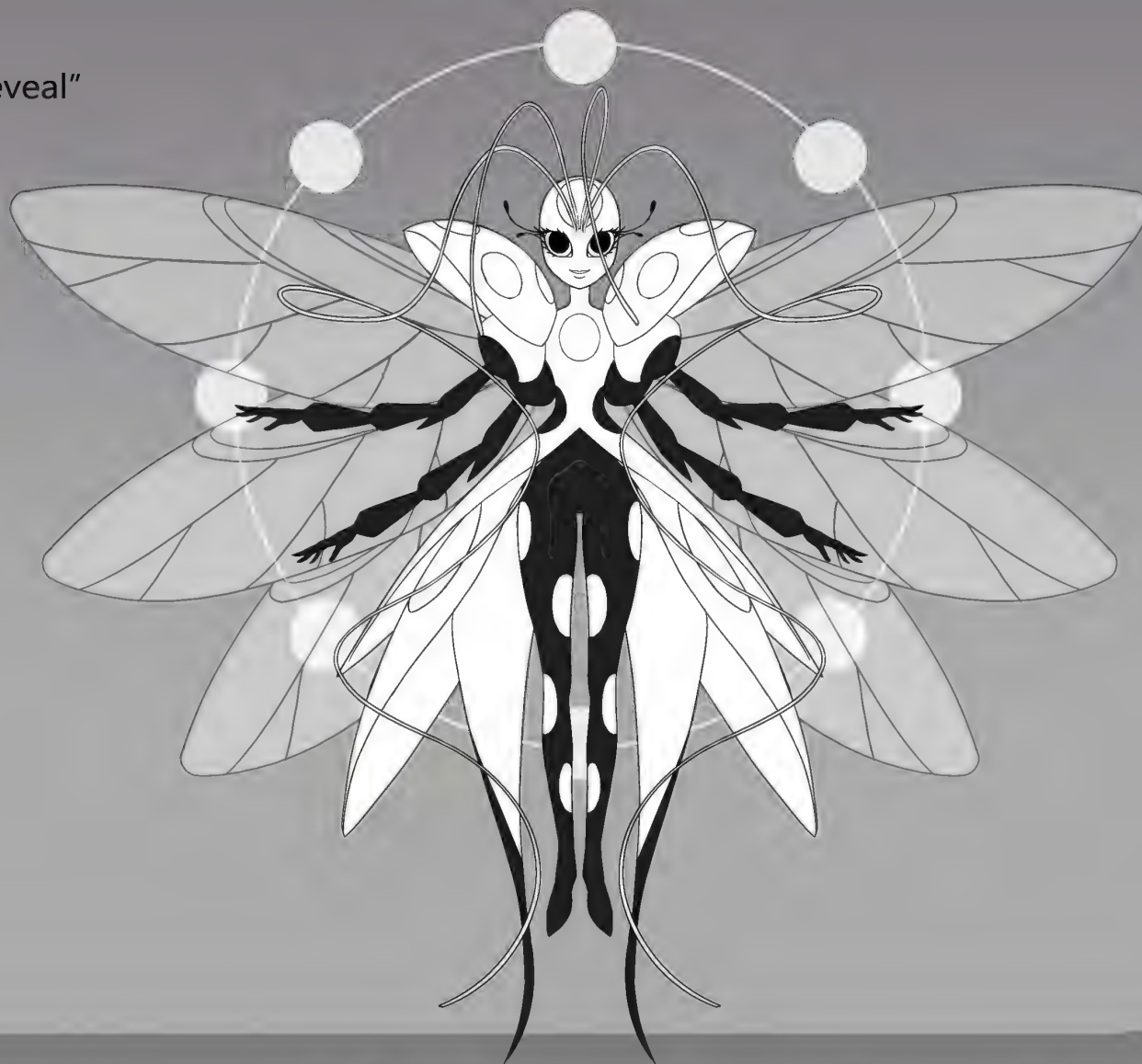
08/03/22

LB5_525_CH016_MONARCH_PHASE_04
GLOVE_RIGHT_HAND

Tikki "Reveal"



Tikki

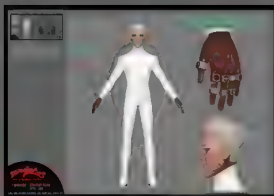






27/10/21 STATUT REAL :
XX/XX/XX RTK OK
LBS_526_CH001_GIMML_V03





Reused character
LB5_526_CH020_GABRIEL_NS_
2WR_NG_NRRH_P5

Add the cat miraculous in active mode
on his left hand and adjust the size



Reuse the ladybug miraculous
in active mode



19/04/22 STATUT REAL :
RTK OK
LB5_526_CH023_GABRIEL_NS_2WR_NG_
NRRH_CBM_P5



Reused character
LB5_526_CH023_GABRIEL_NS_2WR_NG_
NR2H_CBM_P5

Ladybug miraculous

Keep only the 2 wedding rings

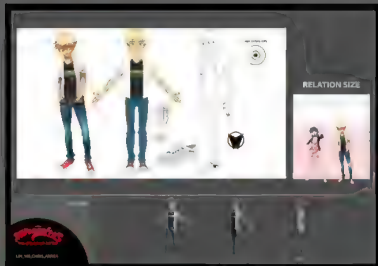
Cat miraculous



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Tales of Ladybug & Cat Noir

19/04/22 STATUT REAL :
RTK OK

LB5_526_CH026_GABRIEL_NS_2WR_
NG_NR2H_CBM_P5



Reused character
LB_ch005_adrien

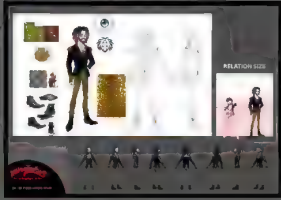


Adjust the size and
make it fit the finger

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Tales of Ladybug & Cat Noir

14/04/22 STATUT REAL :
RTK OK

LB5_526_CH047_ADRIEN_2_WEDDING_RINGS



Reused character

LB_ch068_jagged_stone

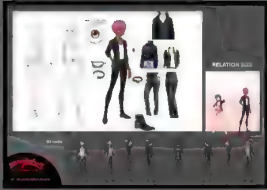
Use the same materials for the clothes and shoes without the dirty effect.
LB4_406_ch001_grand_master_suhan



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Tales of Ladybug & Cat Noir

25/04/22 STATUT REAL :
RTK OK

LB5_526_CH009_JAGGED_STONE_NEW_SUIT



Reused character

LB_ch069_penny_rolling



Reuse clothes from

LB5_526_CH009_JAGGED_STONE_NEW_SUIT

and adjust them to the character

Use the same materials for the clothes and shoes without the dirty effect.

LB4_406_ch001_grand_master_suhan



miraculous
Tales of Ladybug & Cat Noir

25/04/22 STATUT REAL :
RTK OK

LB5_526_CH009_JAGGED_STONE_NEW_SUIT



Reused character

LB2_200_ch027_luka



Reuse clothes from

LB5_526_CH009_JAGGED_STONE_NEW_SUIT

and adjust them to the character

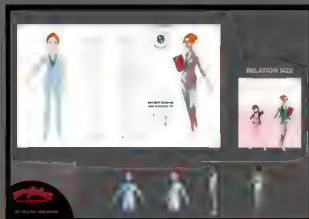
Use the same materials for the clothes and shoes without the dirty effect.

LB4_406_ch001_grand_master_suhan

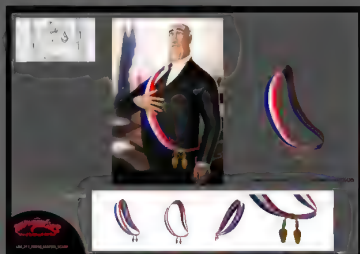


25/04/22 STATUT REAL :
RTK OK

LB5_526_CH011_LUKA_NEW_SUIT



Reused character
LB_ch021_miss_bustier



Reused model
LB2_211_pr018_mayor_scarf

Adjust the size and shape
to fit the character.



27/02/22 STATUT REAL :
RTK OK

LB5_526_CH038_MISS_BUSTIER_MAYOR



Reused character

LB4_400_ch018_marinette_swimsuit

Remove the cap and glasses



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Miraculous
Tales of Ladybug & Cat Noir

21/04/22 STATUT REAL :
RTK OK

LB5_526_CH029_MARINETTE_SWIMSUIT
_NO_CAP



Reused character
LB4_400_ch002_zoe

Realistic reference for the swimsuit



21/04/22 STATUT REAL :
RTK OK

LB5_526_CH030_ZOE_SWIMSUIT



Reused character
LB1_100_CH011_nino_lahiffe



Swimsuit - Nino Lahiffe



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27/04/22 STATUT REAL :
RTK

LB5_526_CH031_NINO_SWIMSUIT



Reused character
LB_ch014_rose

Realistic reference for the swimsuit



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22/04/22 STATUT REAL :
RTK OK
LB5_526_CH032_ROSE_SWIMSUIT



Reused character
LB4_400_ch017_adrien_swimsuit



Reuse
LB3_300_ch014_felix's hair
and his signet ring

Left hand view



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21/04/22 STATUT REAL :
RTK OK

LB5_526_CH033_FELIX_SWIMSUIT



Reused character
LB4_400_ch019_kagami_swimsuit

Remove cap



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21/04/22 STATUT REAL :
RTK OK

LB5_526_CH034_KAGAMI_SWIMSUIT_
NO_CAP



Reused character
LB_ch008_alya

Realistic reference for the swimsuit



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Tales of Ladybug & Cat Noir

22/04/22 STATUT REAL :
RTK OK

LB5_526_CH040_ALYA_SWIMSUIT



Reused character
LB_ch018_alix

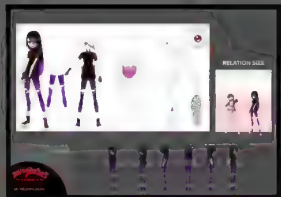
Realistic reference for the swimsuit



miraculous
Tales of Ladybug & Cat Noir

21/04/22 STATUT REAL :
RTK OK

LB5_526_CH041_ALIX_SWIMSUIT



Reused character
LB_ch015_juleka

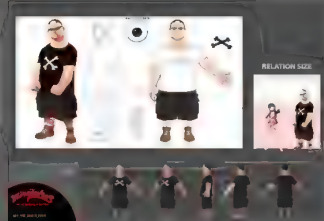
Realistic reference for the swimsuit



miraculous
Tales of Ladybug & Cat Noir

22/04/22 STATUT REAL :
RTK OK

LB5_526_CH043_JULEKA_SWIMSUIT



Reused character

LB1_100_ch019_ivan_bruel



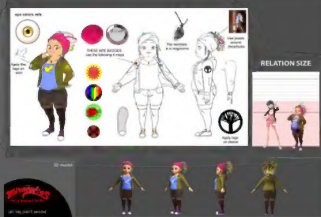
Relation: - Références pour les vêtements



Miraculous
Tales of Ladybug & Cat Noir

26/04/22 STATUT REAL :
RTK OK

LB5_526_CH044_IVAN_SWIMSUIT



Reused character
LB1_100_CH017_mylene_harpele

Realistic reference for the swimsuit



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Tales of Ladybug & Cat Noir

04/05/22 STATUT REAL :
RTK

LB5_526_CH039_MYLENE_SWIMSUIT



Reused character
LB1_100_CH033_nathalie



Realistic reference fort the swimsuit



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27/04/22 STATUT REAL :
RTK
LB5_526_CH036_
NATHALIE_SWIMSUIT



Use the same **PFX process** than Lila for the **new hair**



Use the same **shader** and **texture** than **Alya's pants** for **Lila disguised's pants**



Reused character
LB5_521_ch003_lila_short_hair_cerise

**Remove the bag and
make the sleeves of
her jacket longer**

Miraculous
Tales of Ladybug & Cat Noir

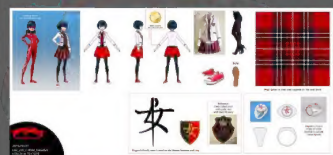
26/02/22 STATUT REAL :
RTK OK

LB5_526_CH006_LILA_DISGUISED



Reused character
LB5_521_ch003_lila_short_hair_cerise

Remove the bag



Reuse the skirt, the vest and
the shirt from Kagami and
adjust it to the character

Use the same **PFX process** than
Lila for the **new hair**



Use the **same type of fabric**
for the **sweater** :



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28/02/22 STATUT REAL :
RTK OK

LB5_526_CH048_LILA_IRIS